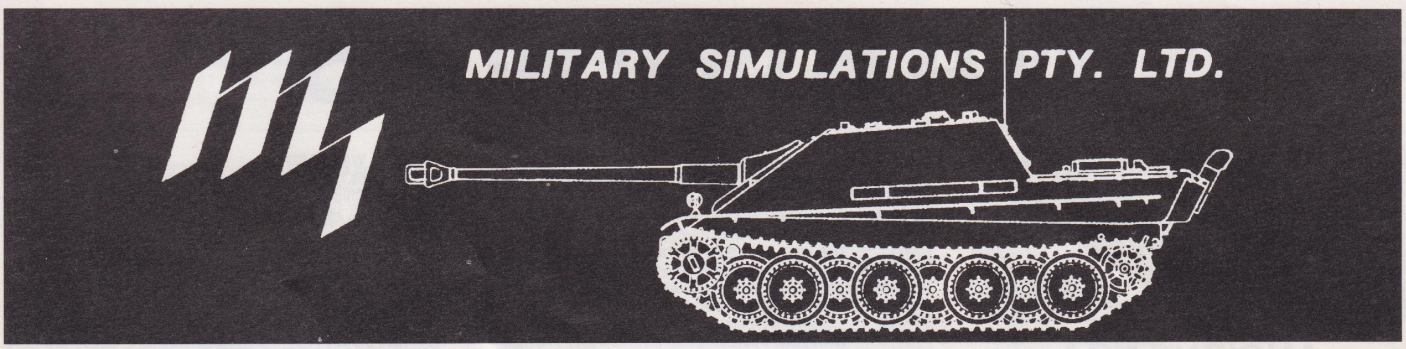

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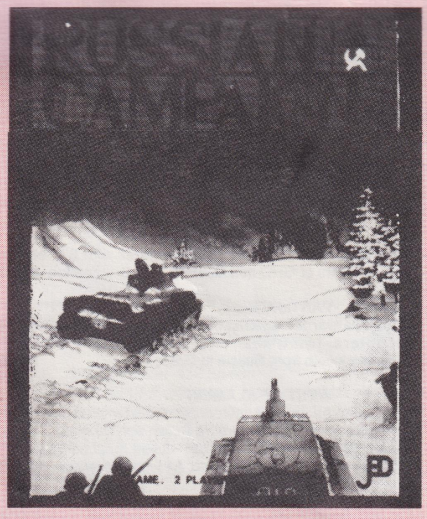
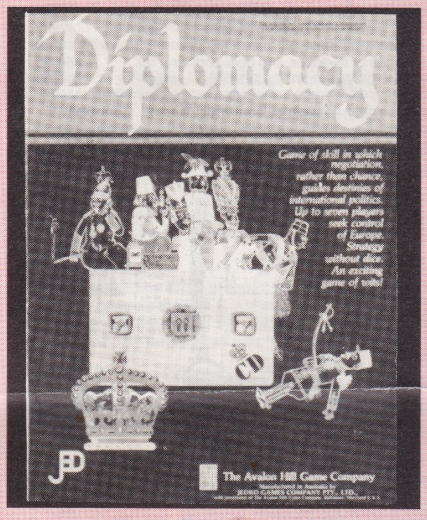
Autumn 1989



RUSSIAN CAMPAIGN $25.00

In June 1941, the harsh report of an immense artillery barrage heralded the German invasion of the Soviet Union. Yet another European country would be savaged by the speed and power of blitzkrieg. The Russian defence was shattered, entire armies were crushed as the Wehrmacht drove a bloody path into the vast interior of the communist nation. The seemingly inexorable advance was stopped only by the onset of Winter, the panzers had fought their way to the very fringes of Moscow. The Germans were spent and exhausted, poorly supplied and unprepared for the severity of the season, they were forced back from the capital by a rapidly growing Soviet arsenal. The arrival of Spring rejuvenated the stoic kampfgruppes, and their initial advances were reminiscent of the earlier successes. However, several strategic blunders would lose them the initiative and end their plan of conquest. The Russians had indeed become the veritable Red Hoards, and by the following Winter they plundered the frozen German front at will. And although the fortunes of war had irrevocably turned against the Germans, their tenacious resistance ensured that the collapse of the Third Reich would be a bitter struggle. And so it was that Hitler's dream of a one thousand year empire was torn asunder when his armies failed to win THE RUSSIAN CAMPAIGN!

JEDKO's simulation of that titanic confrontation captures the ebb and flow of strategic warfare with its superb game mechanics. This is a fast, moderate complexity contest where two players must match wits and cunning in a brutal clash of conquest and survival. Intelligent control of the massive mechanized forces is imperative, their deployment must take into account the uncertainties of the vicious Russian weather cycle and the sly machinations of the enemy. RUSSIAN CAMPAIGN contains a 24"x22" mapboard that covers the theater of operations from Berlin to Gorki, and from Rumania to Finland. 252 counters include the Axis allies, the infamous SS, partisans, paratroops, and more. This classic simulation was recognised as the years best wargame when it was produced (receiving two major awards), and has enjoyed immense popularity with both novice and veteran gamers alike.



DIPLOMACY is a game of military skill and diplomatic cunning. 4-7 players are given the arduous task of leading a pre-WWI European nation to the pinnacle of continental power and political influence. This is one of the few simulations in which the game mechanics do not require dice, thus drastically reducing the luck factor and highlighting individual player strategies. DIPLOMACY is a classic wargame, a multi-player experience in political subterfuge and military imperialism. This is a very popular simulation that has enjoyed many years of success with gamers of all ages (including members of the White House). DIPLOMACY is your passport to many hours of pleasure (or anguish)... and is a guaranteed way to find out who your real friends are! DIPLOMACY's greatest feature is its recreation of the intracacies and intrigue of cut-throat politics. Each player must plan a campaign involving bold military manoeuvres and diplomatic initiative, building alliances or pacts with the other nations whilst nurturing a deadly array of armies and fleets. Play becomes tense as trust turns to treachery, a neighbor's cooperation can suddenly result in a disastrous back-stab that may unravel a seemingly inevitable victory! Allies must be gained via the traditional tactics of bribery, bullying or outright bluff - and these ad hoc marriages usually lend themselves to disruption through further plots, secret negotiations and blatant deceit. Components include: a 22"x24" mounted mapboard, a set of 7 Conference maps, 112 plastic Army & Navy playing pieces and an instruction booklet (with examples of play).

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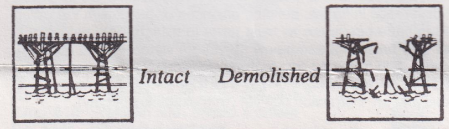

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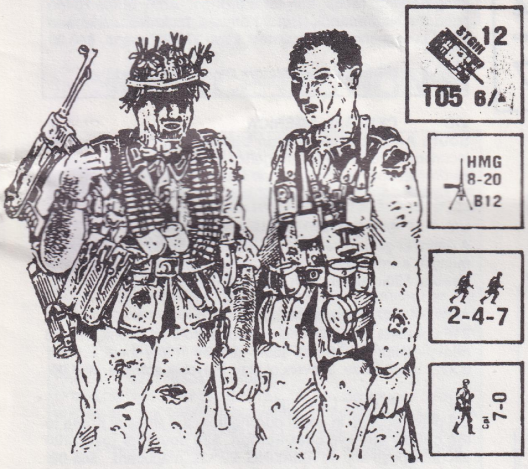

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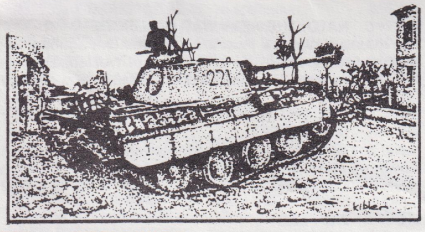

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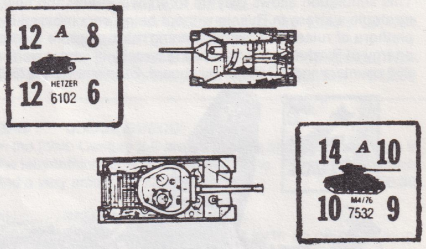

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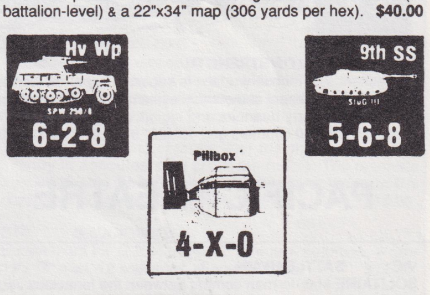

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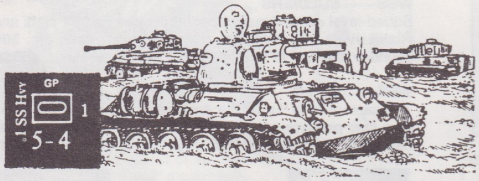

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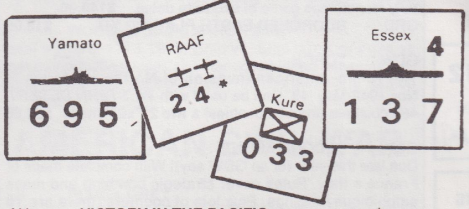

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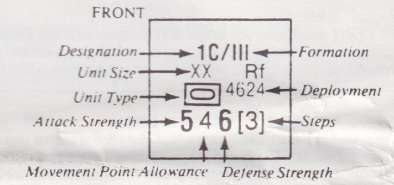

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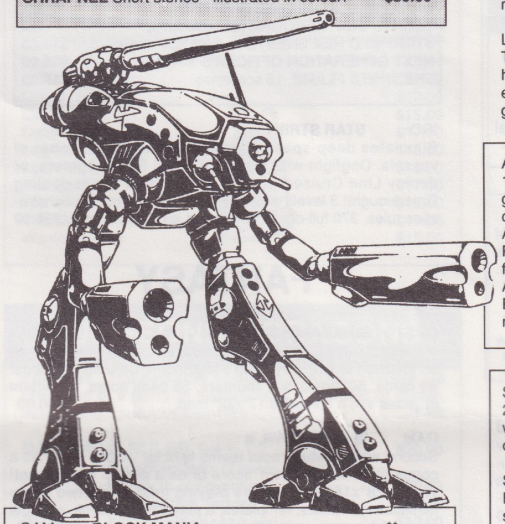

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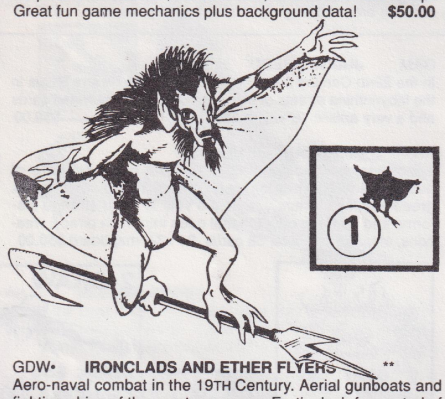

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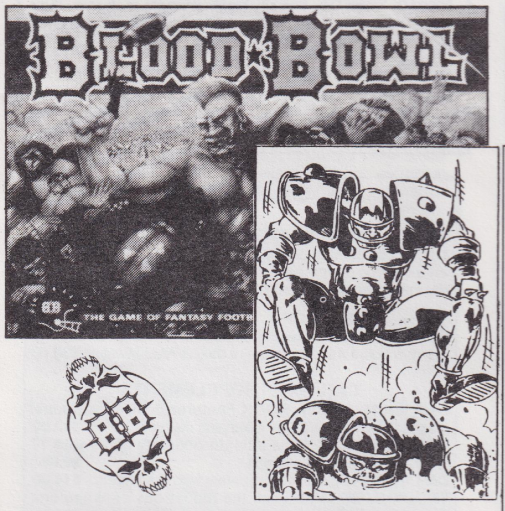

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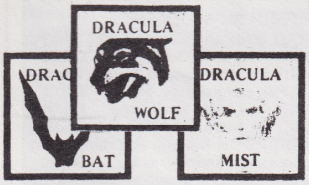

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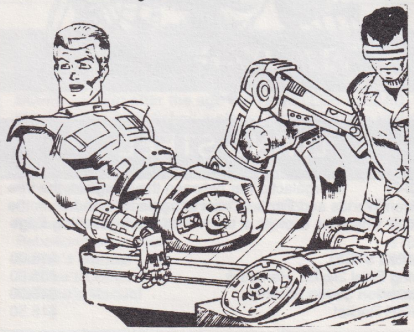

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WG10	Child's Play • (due September)	$13.00
WG11	**Puppets • (due Jan '90)**	**$13.00**

AD&D MID LEVEL MODULES

Adventures for characters of levels 4-8.

A1-4	**Scourge of the Slavelords**	**$30.00**
C4	To Find a King	$13.00
C5	**The Bane of Liywelyn**	**$13.00**
C6	RPGA Tournament Handbook	$20.00
CA1	**Swords of the Undercity**	**$13.00**
DQ1	The Shattered Statue	$13.00
I3-5	**The Desert of Desolation**	**$30.00**
I6	Ravenloft	$13.00
I7	**Baltron's Beacon**	**$13.00**
I8	Ravager of Time	$16.00
I9	**Day of 'Al Akbar**	**$16.00**
I11	Needle	$16.00
I12	**The Egg of the Phoenix**	**$25.00**
OA2	Night of the Seven Swords	$16.00
OA3	**Ochimo: Spirit Warrior**	**$16.00**
OA4	Blood of the Yakuza	$16.00
OA5	**Mad Monkey vs. the Dragon Claws •**	**$15.00**
S1-4	Realms of Horror	$20.00
T1-4	**Temple of Elemental Evil**	**$30.00**

AD&D HIGH LEVEL MODULES

Adventures for characters of levels 9+.

CA2	**Swords of Deceit**	**$16.00**
CB2	Conan Against Darkness!	$10.00
GDQ1-7	**The Queen of Spiders**	**$30.00**
H1	Bloodstone Pass	$35.00
H2	**The Mines of Bloodstone**	**$16.00**
H3	Bloodstone Wars	$16.00
H4	**The Throne of Bloodstone**	**$18.00**
I10	Ravenloft 2: Gryphon Hill	$16.00
I14	**Swords of the Iron Legion**	**$16.00**
OA7	Test of the Samurai • (due Jan. '90)	$19.00
WG6	**Isle of the Ape**	**$15.00**
WG8	Fate of Istus • (due April)	$20.00

AD&D GAME ACCESSORIES

Modules with a plethora of multi-level mini adventures or supplements with general *AD&D* game aids.

The Art of *DRAGON* Magazine		**$30.00**
The Art of *D&D* Book 2 • (due October)		$35.00
Dungeon Master's Design Kit •		**$17.00**
Mertwig's Maze (fun *D&D* boardgame!)		$25.00
REF1	**DM's Screen**	**$15.00**
REF1A	DM's Screen 2ND Ed. • (due August)	$15.00
REF2	**PC Record Sheets**	**$15.00**
REF2A	PC Record Sheets 2ND Ed. • (due Sept.)	$17.00
REF3	**The Book of Lairs**	**$25.00**
REF4	The Book of Lairs II	$25.00
REF5	**Lords of Darkness •**	**$17.00**
REF6	Complete Fighter Manual • (due December)	$25.00
REF7	**Complete Thief Manual • (due Jan. '90)**	**$25.00**
I13	Adventure Pack 1	$25.00
OP1	**Tales of the Outer Planes**	**$18.00**
WG7	Castle Greyhawk	$20.00
World of Greyhawk (Campaign)		**$30.00**
The City of Greyhawk • (due August)		$35.00
Spelljammer (campaign) • (due October)		**$35.00**
Battlesystem Miniatures Rules		$50.00
Lankhmar: City of Adventure		**$25.00**

PLEASE NOTE: TSR's listed release dates are NOT guaranteed!

ELFQUEST

FANTASY From the *ELFQUEST* comic series. A romantic world where the bloody racial war between Elf and Troll clans is the dominant theme. **Chaosium**

ELFQUEST (Hardback Book version available late this year)	**$45.00**
Elf Wars	$15.00
Sea Elves	**$12.00**

ETERNAL CHAMPION

SCIENCE & SORCERY The Eternal Champion is a mystical hero who lives upon all planes of existence, in all ages and times. An series from the books of M. Moorcock. **Chaosium**

STORMBRINGER (Hardback)	**$35.00**
HAWKMOON	$55.00
CHORUM (still not available!) •	**TBA**

Black Sword	$15.00
Shattered Isle	**$15.00**
Stealer of Souls	$12.00
White Wolf	**$20.00**

GAMMA WORLD

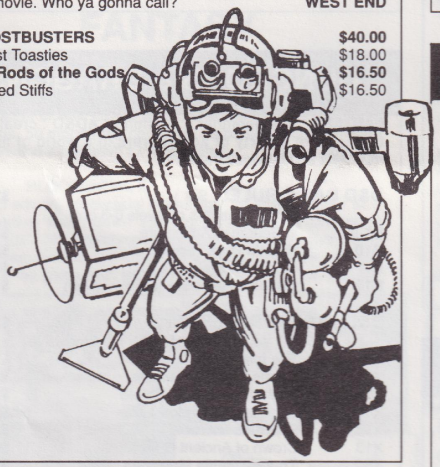
SCI-FI Set in America centuries after a global holocaust, in a savage world where elements of high-technology and strange mutations coexsist. **TSR**

GAMMA WORLD Revised Ed.		**$35.00**
GAMMARAUDERS (Boardgame)		$40.00
GW1	Legion of Gold	$10.00
GW2	**Famine in Far-go**	**$8.00**
GW4	Mind Masters	$11.00
GW6	**Alpha Factor**	**$16.00**
GW7	Beta Principle	$17.00
GW8	**Gamma Base**	**$17.00**
GW9	Delta Fragment	$18.50
GW10	**Epsilon Cyborgs**	**$13.00**

GHOSTBUSTERS

HORROR (?) A tongue-in-cheek RPG on supernatural slapstick, monsterous mayhem and spooky spoofs! Based on the movie. Who ya gonna call? **WEST END**

GHOSTBUSTERS	**$40.00**
Ghost Toasties	$18.00
Hot Rods of the Gods	**$16.50**
Scared Stiffs	$16.50



G.U.R.P.S.

GENERIC An elegant system with supplements for every type of RPG genre that can be easily linked to the basic mechanics without the need to buy several games. **SJG**

GURPS BASIC RULEBOOK 3RD Edition •	**$30.00**
GURPS Battle Maps	$14.00
GURPS Blank Maps	**$10.00**
GURPS Bestiary	$22.50
GURPS Character Sheets •	**$11.00**
GURPS Hi-Tech • (weapons/technology thru the ages)	$25.00
GURPS Reference Screen	**$12.00**
Autoduel RPG	$20.00
Car Warriors	**$13.00**
Fantasy RPG	$20.00
Conan - Beyond Thunder River	**$15.00**
Harkwood	$15.00
Man-to-man Fantasy Combat	**$20.00**
Orcslayer (for Man-to-man)	$12.00
Tredroy •	**TBA**
Horror RPG $20.00	
The Old Stone Fort	**$15.00**
Zombietown U.S.A.	$15.00
Flight 666 •	**TBA**
Space RPG	$22.00
Space Atlas	**$15.00**
Space GM's Pack •	$11.00
Unnight	**$15.00**
Horseclans RPG	$20.00
Up Harzburk! - Bill the Axe • (solo)	**$15.00**

Humanx RPG	$20.00
Ice Age RPG •	**TBA**
Japan RPG (Fuedal & Fantasy)	$22.00
Supers RPG •	**TBA**
Swashbucklers RPG •	$20.00
Time Travel RPG •	**TBA**
Witch World RPG •	TBA

HARN

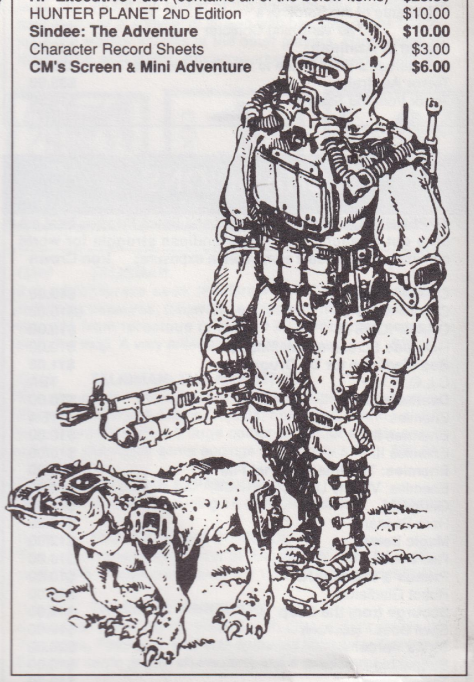
FANTASY An extensive, excellent series on the geography, history and pantheon (etc.) of the land of Harn. A huge, detailed world ideal for any fantasy campaign.

HARNMASTER		**$35.00**
Araka-Kalai (for *HARNMASTER*)		$25.00
Azadmere: Kingdom of the Dwarves		**$20.00**
Castles of Harn		$30.00
Cities of Harn		**$25.00**
Son of Cities		$25.00
Encyclopedia Harnica #14, #15 & #16	**(each)**	**$10.00**
Evael: Kingdom of the Elves		$20.00
Gods of Harn		**$22.50**
Harn		$25.00
Ivinia: Regional Module		**$25.00**
Kaldor: Kingdom Module		$30.00
Kanday: Kingdom Module		**$20.00**
Lythia: Continent Module		$22.50
Menglana: Kingdom Module		**$25.00**
Orbaal: Kingdom Module		$25.00
Pilot's Almanac		**$25.00**
Rethem: Kingdom Module		$20.00
Tharda: Kingdom Module		**$25.00**

HUNTER PLANET

SCI-FI An Australian made RPG about Alien tourists hunting humans on Earth for recreation. Features 'hands-on' modular design with an emphasis on role-playing. **HPAC**

HP Executive Pack (contains all of the below items)	**$25.00**
HUNTER PLANET 2ND Edition	$10.00
Sindee: The Adventure	**$10.00**
Character Record Sheets	$3.00
CM's Screen & Mini Adventure	**$6.00**



JUDGE DREDD

SCI-FI Post-2000AD: the cops of the sprawling Mega-cities are all judge, jury and executioner. These ruthless super-cops thwart the bizarre crims in a violent future. **GAM**

JUDGE DREDD	**$55.00**
Judgement Day	TBA
Slaughter Margin	**$45.00**
Judge Dredd Companion	$45.00
Citi-block (Floorplans)	**$30.00**

LIVING STEEL

SCI-FI Intergalactic war between the Starguild, the free Seven Worlds and Earth. A vast struggle for freedom in the galaxy where the exploits of the few do count. **Leading Edge**

LIVING STEEL	**$50.00**
Living Steel 2ND Ed. Hardback	$35.00
Operation Seven Swords	**$15.00**
KViSR Rocks!	$16.50

MARVEL SUPERHEROES

SUPERHERO The vile villians and heroic heroes of the MARVEL comics bully, batter and butcher each other mainly because Earth is such a boring planet. **TSR**

MARVEL SUPERHEROES		**$35.00**
MARVEL SUPERHEROES ADVANCED		$35.00
Deluxe City Campaign Set • (due August)		**$35.00**
MA2	Avengers Coast-to-coast	$25.00
MA3	**The Ultimate Powers Book**	**$27.00**
MA4	The Fantastic Four	$20.00
ME1	**Cosmos Cubed**	**$13.00**
ME2	Ragnarok and Roll	$13.00
ME3	**The Left Hand of Eternity**	**$16.50**
MH1	The Breeder Bombs	$13.00
MH3	**Murderworld!**	**$13.00**
MH4	Lone Wolves	$11.00
MH5	**Cat's Paw**	**$12.00**
MH6	Thunder Over Jotunheim	$13.00
MH7	**The Last Resort**	**$13.00**
MH8	Fault Line	$13.00
MH9	**The Gates of 'What If?'**	**$16.00**
MHAC2	Avengers Assembled!	$12.50
MHAC3	**Fold-up Figures Set**	**$13.50**
MHAC4	Pit of the Viper	$12.50
MHAC6	**New York, New York**	**$17.00**
MHAC7	Concrete Jungle	$14.00
MHAC8	**Weapons Locker**	**$13.00**
MHAC9	Realms of Magic	$25.00
MHSP1	**Secret Wars (Campaign)**	**$13.00**
MHSP2	Secret Wars II	$20.00
MT1	**All This and World War 2 •** (due April)	**$15.00**
MT2	Weird, Wierd West • (due July)	$18.00
MT3	**The Revenge of Kang • (due Jan. '90)**	**$18.00**
MU1	Handbook of the Marvel Universe: A-D	$25.00
MU2	**Handbook of the Marvel Universe E-M •**	**$25.00**
MU3	Handbook of the Marvel Universe M-S•	$25.00
MU4	**Handbook of the Marvel Universe S-Z •**	**$25.00**
MU5	Handbook of Marvel 1989 • (due Nov.)	$25.00
MX1	**Nightmares of Futures Past**	**$16.00**
MX2	The X-Potential	$16.50
MX3	**Reap the Whirlwind**	**$13.00**
MX4	Flames of Doom	$13.00

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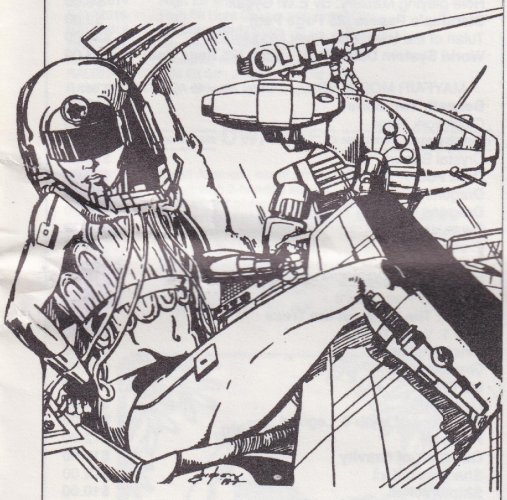
MECHWARRIOR

SCI-FI A multi-star system war fought by five political factions for water and the lost technologies of the galaxy. Based on the popular *BATTLETECH* universe. **FASA**

MECHWARRIOR **$25.00**

For further titles, please see the *BATTLETECH SUPPLEMENTS* section under the SCIENCE FICTION heading in **WARGAMES** (page 5).



MEGATRAVELLER

SCI-FI Set after the age of TRAVELLER 2300AD, whe mankind has established a strong foothold in the realms of space. High tech adventure in the final frontier. **GDW**

MEGATRAVELLER	**$60.00**
Cloak and Dagger •	TBA
Close Orbit & Airspace Control Command •	TBA
Imperial Encyclopedia	**$20.00**
Rebellion Sourcebook	$18.00
Player's Manual	**$20.00**
Referee's Companion	$20.00
Referee's Manual	**$20.00**

MIDDLE EARTH

FANTASY J.R. Tolkien's beautiful, magical world of *THE LORD OF THE RINGS* is brought to vivid life and colour with this detailed, well crafted system. **Iron Crown**

MIDDLE EARTH 2ND Ed.	**$20.00**
Guide Book to Middle Earth	$13.00
Lords of Middle Earth: The Immortals	**$20.00**
Lords of Middle Earth II: The Mannish Races	$20.00
Lords of Middle Earth III • (due April)	**$20.00**
MERP Combat Screen	$12.00
MERP Rule Book 2ND Ed.	**$15.00**
Middle Earth map: Folded	$10.00
Minas Tirith (Hardback)	**$30.00**
Assassins of Dol Amroth	$10.00
Brigands of Mirkwood	**$10.00**
Cirith Ungol & Shelob's Lair	$12.00
Creatures of Middle Earth •	**$16.00**
Dagorlad and the Dead Marshes	$12.00
Dunland & Misty Mountains	**$18.00**
Empire of the Witch King •	$25.00
Ents of Fangorn	**$20.00**
Erech and the Paths of the Dead	$12.00
Far Harad: the Scorched Land	**$20.00**
Gates of Mordor	$10.00
Goblins-Gate & Eagle's Eyrie	**$10.00**
Haunted Ruins of the Dunlendings	$10.00
Havens of Gondor: Belfalas	**$18.00**
Hillmen of the Trollshaws	$12.00
Isengard and Northern Gondor	**$18.00**
Lorien and the Halls of the Elven Smiths	$20.00
Lost Realm of Cardolan	**$18.00**
Mirkwood - The Wilds of Rhouanion •	$25.00
Moria: the Dwarven City	**$18.00**
Mouths of the Entwash	$10.00
Mythic Greece (Campaign)	**$25.00**
Phantom of the Northern Marshes	$10.50
Pirates of Pelagir	**$10.00**
Raiders of Cardolan	$10.00
Rangers of the North: the Kingdom of Arthdedain	**$18.00**
Riders of Rohan	$18.00
Rivendell: House of Elrond	**$10.00**
Robin Hood (Alternate Campaign)	$22.50
Sea Lords of Gondor	**$20.00**
Shadows in the South	$20.00
Thieves of Tharbad	**$10.00**
Trolls of the Misty Mountains	$10.00
Warlords of the Desert •	**TBA**
Woses of the Black Wood	$10.00
FORTRESSES OF MIDDLE EARTH	
Teeth of Mordor	$10.00
Weathertop: Tower of the Wind	**$10.00**
Halls of the Elven-King	$10.00

PALLADIUM RPG

FANTASY A fine moderate complexity alternative fantasy RPG. More detail than most small systems but doesn't try to inundate the reader with too many tables & charts. **Palladium**

THE PALLADIUM RPG	**$35.00**
Monsters and Animals	$25.00
Book 2: The Old Ones	**$30.00**
Arms of Nargash Tor (Module)	$10.00
Book 3: The High Seas	**$30.00**
Magic of Palladium •	TBA

PARANOIA

SCI-FI A humorous RPG about a computer government, clones, bureaucracy, secret societies, mutants, weird inventions and robots. A fast, furious & fun game. **WEST END**

PARANOIA 2ND Ed.	**$30.00**
Paranoia Book (Hardback)	$40.00
Paranoia Book (Softback)	**$22.00**
Paranoia Excessory Pack	$25.00
Acute Paranoia (campaign)	**$20.00**
Alpha Complexities	$16.50
Clones in Space	**$18.50**
D.O.A. Sector •	TBA
Don't Take Your Laser to Town •	**$15.00**
Extreme Paranoia (Boardgame) •	TBA
Form Pack (in Triplicate!)	**$15.00**
GM's Screen	$14.00
Hil Sector Blues (Campaign)	**$20.00**
Orcbusters	$16.00
Send in the Clones	**$17.00**
The Computer always Shoots Twice (2ND Ed. reprint)	$20.00
Vapor's Don't Shoot Back	**$13.00**
Yellow Clearance Black Box Blues	$15.00

PENDRAGON

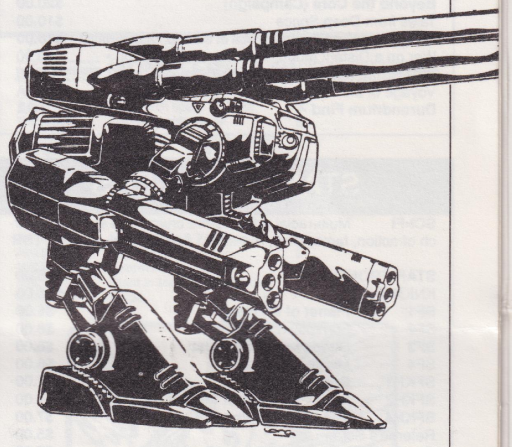
FANTASY King Arthur and his knightly cohorts practice chivalry and questing in mythical England. A strong medieaval campaign with magic and monsters. **Chaosium**

PENDRAGON	**$50.00**
Nobles Book	$27.00
The King Arthur Companion	**$40.00**
The Grey Knight	$18.00
Tournament of Dreams	**$16.50**

ROBOTECH

SCI-FI Based on the popular TV series of the exploits of several young pilots of hi-tech war machines in a bloody galatic war. Features excellent source material. **Palladium**

ROBOTECH	**$22.50**
RDF Manual	$16.50
RDF Accelerated Training Program	**$15.00**
The Zentraedi	$16.50
Southern Cross	**$22.50**
Ghost Ship	$15.00
The Invid Invasion	**$20.00**
The Sentinels •	$30.00



ROLEMASTER

FANTASY A very detailed RPG, it stands on its own for playability, but is fully compatible with **MERP**! **Iron Crown**

ROLEMASTER	**$50.00**
Arms Law & Claw Law	$18.00
Character & Campaign Law	**$18.00**
Creatures & Treasures	$20.00
Rolemaster Companion	**$20.00**
Rolemaster Companion II	$18.00
Rolemaster Companion III • (due May)	**$20.00**
Rolemaster Combat Screen	$12.00
Spell Law	**$18.00**
Cloudlords of Tanara	$20.00
The Iron Wind	**$13.00**
World of Vog Mur	$10.00
Robin Hood (Alternative RPG)	**$22.50**

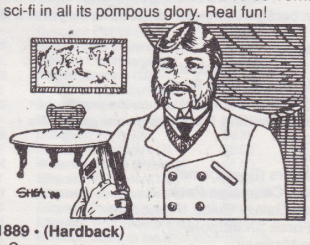
RUNEQUEST

FANTASY A popular RPG with its own detailed campaign world: Glorantha! Excellent, playable game mechanics and superb background scource detail. **Avalon Hill**

RUNEQUEST DELUXE	NEW PRICE! →	**$60.00**
RUNEQUEST STANDARD		$35.00
Runequest Player's Box		**$45.00**
Apple Lane		$20.00
Glorantha - Genertela: Crucible of the Hero Wars •		**$45.00**
Gloranthan Bestiary		$19.00
Gods of Glorantha		**$40.00**
Griffin Island		$35.00
Human Character Sheets		**$20.00**
Into the Troll Realms •		$17.00
Land of the Ninja		**$25.00**
Monster Coliseum		$40.00
Nonhuman Character Sheets		**$20.00**
Runequest Cities		$20.00
Snake Pipe Hollow		**$20.00**
Vikings (Alternative RPG)		$35.00

NEW! SPACE 1889 NEW!

SCI-FI Moderate complexity RPG, set in Victorian era and based on the works of H.G. Wells & Jules Vern. This is real pulp sci-fi in all its pompous glory. Real fun! **GDW**



SPACE 1889 • (Hardback)	**$60.00**
Referee's Screen • (due April)	$20.00
Tales from the Ether • (due April)	**$15.00**
Cloud Ships & Gunboats • (deckplans)	TBA

SPACEMASTER

SCI-FI A quality RPG of a high-technology future and adventures on alien worlds. Extensively detailed. **Iron Crown**

SPACEMASTER 1ST Ed. (SPECIAL PRICE)	**$25.00**
SPACEMASTER 2ND Edition	$40.00
Spacemaster Companion	**$20.00**
Future Law	$10.00
Tech Law	**$10.00**
Space Master Combat Screen (2ND Ed.)	$10.00
Action on the Akaisha Outstation	**$10.00**
The Cygnus Conspiracy	$10.00
Imperial Crisis: House Devon in Turmoil!	**$17.00**
Lost Telepaths	$22.50
Beyond the Core (Campaign)	**$20.00**
Tales from Deep Space	$10.00
League of Merchants - Lords of the Imp. Underground •	**$18.00**
War on a Distant Moon - The Tayan Revolution •	$10.00
Star Strike (expansion & boardgame) •	**$55.00**
Voyage of the Titania •	TBA
Durandrium Find •	**TBA**

STAR FRONTIERS

SCI-FI Multi-racial adventurers cruise thru space in search of action, fame, glory, romance... and lots & lots of money. **TSR**

STAR FRONTIERS		**$25.00**
KNIGHT HAWKS		$30.00
SF1	**Planet of Mystery**	**$6.00**
SF2	Starspawn of Volturnus	$6.00
SF3	**Sundown on Starmist**	**$6.00**
SF4	Mission to Alcazzar	$6.00
SFKH1	**Dramune Run**	**$7.00**
SFKH2	Mutiny on Eleoner Moraes	$7.00
SFKH4	**The War Machine**	**$7.00**
Referee's Screen		$5.00
Character Record Sheets		**$7.00**

STAR TREK

SCI-FI Covers the Federation-era universe as based on countless TV series and several movies. Quite detailed. **FASA**

STAR TREK BASIC	**$15.00**
STAR TREK DELUXE	$30.00
STAR TREK DELUXE 2ND Edition	**$50.00**
Enterprise 15mm Deck Plans	$35.00
Klingon D-7 15mm Deck Plans	**$30.00**
Ship Construction Manual 2ND Ed.	$25.00
Star Fleet Intelligence Manual	**$25.00**
Star Trek GM Screen	$15.00
Star Trek 3 Sourcebook Update	**$15.00**
Star Trek 4 Sourcebook Update	$25.00
The Federation	**$25.00**
The Klingons 2ND Ed.	$27.00
The Orions	**$35.00**
The Romulans	$25.00

See *STAR TREK* in **WARGAMES** section for further titles!

A Doomsday Like Any Other	**$18.00**
A Conflict of Interests & Kilingon Intelligence Briefing	$27.00
A Matter of Priorities	**$15.00**
Decision at Midnight	$18.00
Demand of Honor	**$15.00**
Denial of Destiny	$12.00
Graduation Exercise	**$18.00**
Imbalance of Power	$25.00
Margin of Profit	**$17.00**
Old Soldiers Never Die & The Romulan War	$25.00
Return to Axanar & The 4 Years War	**$25.00**
Star Fleet Ground Forces Manual •	TBA
The Strider Incident & Defense Outpost Plans	**$25.00**
Termination 1456	$15.00
The Dixie Gambit	**$18.00**
The Mines of Selka	$18.00
The Next Generation Officer's Manual	**$25.00**
The Orion Ruse	$12.00
The Outcasts	**$15.00**
The Triangle	$25.00
The Triangle Campaign	**$17.00**
Trader Captain & Merchant Princes	$12.00
Where Has All the Glory Gone?	**$15.00**
Witness for the Defense	$12.00

STAR WARS

SCI-FI Features basic game mechanics with greater detail on background material. Good for beginners. **West End**

STAR WARS	**$30.00**
Assault on Hoth (Boardgame)* •	$60.00
Battle for the Golden Sun •	**$20.00**
Imperial Pilot & Rebel Pilot one-on-one gamebooks •	TBA
Lightsaber Dueling Pack one-on-one gamebooks •	**$20.00**
Otherspace •	TBA
Star Fall •	**$18.00**
Star Warriors (Boardgame)	$50.00
Star Wars Campaign Pack	**$20.00**
Star Wars Galaxy Guide 1 • (due April)	$25.00
Strike Force Shantipole	**$20.00**
Tatooine Manhunt	$15.00
The Star Wars Sourcebook	**$30.00**

*Armoured combat featuring Skimmers and Walkers on Hoth.

TEENAGE MUTANT NINJA TURTLES

SCI-FI Another post-World War III RPG, populated with some very strange denizens. Features adventures both on Earth & the far reaches of Space. Well illustrated. **Palladium**

TEENAGE MUTANT NINJA TURTLES	**$20.00**
After the Bomb	$15.00
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TSAC7	**F.R.E.E. America • (due May)**	**$20.00**
TSE1	Web of Deceit • (due April)	$17.00
TSE2	**The Sting of the Spider • (due June)**	**$17.00**
TSE3	Web Wars • (due November)	$18.00
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PLEASE NOTE: TSR's listed release dates are NOT guaranteed!

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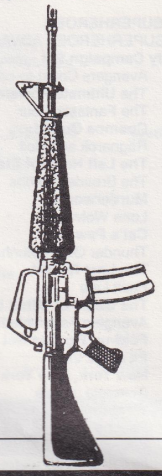

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THE FOLLOWING ITEMS ARE NO LONGER IN PRINT OR WILL NOT BE SOLD BY US AGAIN. BUT OUR REMAINING STOCK IS LIMITED - SO PLEASE GIVE SECOND CHOICES!

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The following figures (exceot for the BOXED SETS) will be sold in **$10.00** lots. Customers can select any specific class of miniatures (ie: ADVENTURERS) per every $10.00 order, provided that the order is made using one of the Methods of purchase shown below. **Each $10.00 order can be spent as follows.** ***(PLEASE GIVE SECOND CHOICES!)***

METHOD 1: Select SIX 'A' type miniatures per $10.

METHOD 2: Select ONE 'B' type and THREE 'A' type miniatures per $10.

METHOD 3: Select TWO 'B' type miniature and ONE 'A' type per $10.

METHOD 4: Select ONE 'C' type miniature per $10 only.

Every miniature will have its type (A, B, or C) displayed after the product name. For example: in the *MONSTERS: EVIL* class *RAL 01005 Winged Gremlin* is an 'A' type figure. **PLEASE NOTE:** give second choices!

BOXED SETS are to be sold individually, at half their normal retail value.

ELVES

RAL01022	Elf Lord with axe & shield	A
RAL01310	**Mounted Fealor Grey Elf with sword & shield**	**B**
RAL02003	Wood Elf firing bow (6)	B
RAL02004	**Wood Elf with pike (6)**	**B**
RAL02005	Wood Elf Light Cavalry with spear (3)	B
RAL02006	**Sea Elf with pike & shield (6)**	**B**
RAL02007	Sea Elf Advancing with spear & shield (6)	B
RAL02014	**High Elf firing bow (6)**	**B**
RAL02015	High Elf Light Cavalry with sword (3)	B
RAL02019	**Elf Command Group (4)**	**B**
RAL01091	Mounted Elf Hero in plate	B
RAL02201	**Wood Elf with bow**	**A**
RAL02208	Sea Elf with 2-handed sword	A
RAL02212	**High Elf with spear & shield**	**A**

DWARVES

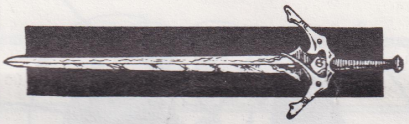
RAL02031	Dwarf Axemen - mixed (6)	B
RAL02033	**Dwarf with 2-handed axe (6)**	**B**
RAL02034	Brotherhood of the Axe (6)	B
RAL02035	**Brotherhood of the Axe Command Group (4)**	**B**
RAL02039	Dwarf Command Group (4)	B
RAL02234	**Dwarf with 2-handed sword**	**A**
RAL02235	Dwarf with 2-handed axe	A
RALFA15	**Dwarf with 2-handed hammer & shield**	**A**
RALFA29	Dwarf Champion with axe	A
RALFA40	**Dwarf Anti-Hero with axe**	**A**

MAGIC USERS

RAL01066	Necromancers (3)	B
RAL01073	**Clerics (3)**	**B**
RAL02374	Evil High Priest with hammer	A
RAL02917	**Fighter-Mages (3)**	**B**
RAL02926	Armored Clerics (3)	B
RAL02935	**Dark Hag on Nightmare**	**B**
RAL31015	Slayai - Evil High Sorceress with staff	A
RAL32008	**Princess Dar - Sorceress of Light with staff**	**A**
RALFA28	Amazon Priestess	A

WARRIORS

RAL01130	Guardian Knights (2)	B
RAL01131	**Lawful Brothers of Eagleborne (2)**	**B**
RAL01143	Malkotian Spearmen (2)	B
RAL01144	**Black Falmyrian Guard Cavalry**	**B**
RAL02914	Armored Rhino Rider (foot & mounted)	B
RAL02915	**Knight (foot & mounted)**	**B**
RAL02916	Fighters (3)	B
RAL02930	**Bison Rider (foot & mounted)**	**B**
RAL02946	Warrior Champions (3)	B
RAL32012	**Palace Guard with sword & shield**	**A**
RAL02306	Barbarian swinging 2-handed sword	A



ADVENTURERS

RAL01002	Mounted Super Hero	B
RAL01025	**Super Hero on War Horse**	**A**
RAL01027	Mounted Ranger	B
RAL01042	**Paladin with axe & shield**	**A**
RAL01060	Dungeon Lady with pet Pseudo-Dragon	A
RAL01102	**Mounted Highwayman**	**B**
RAL01106	Half Elves Personalities (4)	B
RAL01112	**Mounted Paladin in plate**	**B**
RAL01308	Mounted Sylvan Thief with sword & bow	B
RAL02029	**Mounted Halflings with clubs & axes (2)**	**B**
RAL02227	Halflings with bow & slings (2)	A
RAL02228	**Halflings with axes & swords (3)**	**A**
RAL02336	Rogue Thief with sword	A
RAL02918	**Thieves (3)**	**B**
RAL02921	Nonhuman Warrior-Thieves (4)	B
RAL02922	**Gnomes (4)**	**B**
RAL02925	Rangers (3)	B
RAL02947	**Hero on War Horse with sword & shield**	**B**
RALFA17	Female Thief with dagger & sack	A
RALFA38	**Ninja Personality with sword**	**A**

CHAOS NASTIES!

RAL01082	Mounted Black Prince with axe & lance	B
RAL01089	**Witch King on Flying Charger**	**B**
RAL01093	Mounted Anti-Paladin	B
RAL01132	**The Chaotic Ones (2 Warriors)**	**B**
RAL01133	Guardians of Doom (2)	B
RAL01142	**The Black Princes' Elite Guardsmen (2)**	**B**
RAL01149	Escheater the Collector	B
RAL01150	**Solecismic: Servant of Chaos**	**B**
RAL01156	The Black Princes' Black Knight	B
RAL01157	**The Black Princes' Dark Elves & Black Dwarves**	**B**
RAL01158	The Black Princes' Warriors of Sutherkein (2)	B
RAL01307	**Mounted Drow Elf Lord with hammer & shield**	**B**
RALFA33	Evil Hero with sword	A

HUMANOID BAD-ASSES!

RAL01010	Hill Troll with club	B
RAL01115	**Half Orc Warriors (4)**	**B**
RAL01301	Greater Troglodytes in chitin armor (2)	B
RAL01302	**Greater Troglodytes with swordstars (2)**	**B**
RAL01305	Troglodyte War Party II (3)	B
RAL02072	**Orc Spearmen - mixed (6)**	**B**
RAL02101	Lizard Riders with spear & shield (3)	B
RAL02275	**Giant Goblin with mace & shield**	**A**
RAL02920	Lizard Men (4)	B
RAL02929	**Gnolls (3)**	**B**
RAL02939	Gnoll Champion with Henchbeasts (3)	B
RAL02944	**Dragonmen (3)**	**B**
RAL13003	Trolls (2)	B
RAL13039	**Japanese Ogre with naginato**	**B**
RAL31018	Screaming Ogre with tree stump	B

MONSTERS: EVIL

RAL01005	Winged Gremlin	A
RAL01007	**Winged Serpent**	**B**
RAL01050	Wyvern	B
RAL01052	**Armored Hill Giant with mace**	**B**
RAL01057	Frost Giant with club	B
RAL01059	**Fire Giant with mace**	**B**
RAL01081	Armored Balrog with whip & sword	B
RAL01095	**Jabberwock**	**B**
RAL01314	Brass Dragon	C
RAL02096	**Winged Demonoids with spear (6)**	**B**
RAL02401	Great Fire Dragon	C
RAL02402	**Skeletons with swords (2)**	**B**
RAL02403	Weretiger	A
RAL02409	**Lumbering Hulk**	**B**
RAL02410	Gorgonian Brass Bull	B
RAL02411	**Wraiths (3)**	**B**
RAL02412	Ratlings (4)	B
RAL02414	**Frost Giant with axe**	**B**
RAL02901	Small Hydra (7 heads)	B
RAL02908	**Manticore**	**B**
RAL02911	Attack Dogs (4)	B
RAL02912	**Giant Rats (5)**	**B**
RAL02923	Chimera	B
RAL13002	**Hill Giant with club**	**B**
RAL31017	Demon Beast with axe	B

MONSTERS: LAWFUL

RAL01011	Angel with spear & shield	B
RAL01032	**Centaur with spear**	**B**
RAL01041	Wind Lord with spear & shield	A
RAL01068	**Djinn**	**A**
RAL01129	Celestial Dragon	C
RAL01146	**Forest Dragon**	**C**
RAL02902	Armored Female Giant with sword & shield	B
RAL02903	**Armored Centaurs (Male & Female)**	**B**
RAL02909	Unicorn	B
RAL02910	**Lions (Male & Female)**	**B**
RAL02937	Fighting Pegasus	B
RAL02945	**Sabretooth**	**A**
RAL13017	Giant in Mail Armor with club	B
RAL31021	**Eagle**	**B**

SPIES & SUPER AGENTS

RAL20001	Criminal Mastermind with pistol	A
RAL20002	**Dangerous Henchmen**	**A**
RAL20003	Seductive Woman with lewd smile!	A
RAL20004	**Clandestine Agent with pistol**	**A**
RAL20005	Clandestine Female Agent with pistol	A
RAL20006	**Elegant Female Secret Agent with pistol**	**A**
RAL20007	Debonair Secret Agent in suit	A
RAL20008	**KGB Agent with pistol**	**A**
RAL20009	CIA Agent with dark-glasses	A
RAL20010	**Bureau Chief with pipe**	**A**
RAL20011	Paramilitary Operatives (3)	B
RAL20012	**Terrorists (3)**	**B**

PULP FICTION CHARACTERS

RAL20101	Adventurer with pistol	A
RAL20102	**Adventuress with pistol**	**A**
RAL20103	Aviator with pistol	A
RAL20104	**Private Investigator**	**A**
RAL20105	Detective with pistol	A
RAL20106	**G-Man with tommy gun**	**A**
RAL20107	Ace Reporter	A
RAL20108	**Gang Boss**	**A**
RAL20109	Moll	A
RAL20110	**Professor with cane**	**A**
RAL20111	Gangsters with pistols & tommy gun (3)	B
RAL20112	**Policemen with pistols & tommy gun (3)**	**B**

SURVIVORS

RAL20401	Commando 2000 in NBC gear	A
RAL20402	**Tanker/Vehicle Crewman with CAR-15**	**A**
RAL20403	Female Trooper/Medic with M16	A
RAL20404	**US Combat Group with M16s (3)**	**B**
RAL20405	Soviet Bloc Combat Group with AK47s (3)	B
RAL20406	**Civilian Survivors/Irregulars (3)**	**B**
RAL20407	2 Pack Mules & spare weapons/equipment	B

BOXED SETS

All of the following stock items can only be bought individually...Every item listed below has been reduce to **HALF NORMAL RETAIL PRICE!**

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RAL10301	**Demons, Trolls, Orcs & Goblins (10)**	**$9.00**
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RAL10305	**Adventure Fellowship (10)**	**$9.00**
RAL10306	Fantasy Champions (10) $9.00	
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RAL10410	**Bear Chariot of the Icelands**	**$15.00**
RAL10411	Wasteland (Lizard) Riders $15.00	
RAL98006	**Dungeon Party (8)**	**$8.00**
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RAL98014	**Wizard's Room (8 items)**	**$8.00**
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RAL96003	Elfquest: Personalities (8) $9.00	
RAL96004	**Elfquest Wolf Riders II (8) $9.00**	
RAL96005	Elfquest: Quest to the Blue Mountain (10)	$9.00
RAL96006	**Elfquest: The End of the Quest (10)**	**$9.00**
RAL02078	Chaotic War Machine (with 9 crew)	$20.00
RAL01127	**Black Princes' (Balrog) Chariot of Fear**	**$15.00**
RAL13100	Giant War Eagle $15.00	

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Village of Twilight
Vengeance of Dracula
Haunter of the Moor
Isle of the Dead
Thutmoses' Night
Castle Dracula

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Compatible with *DOCTOR WHO*. Those items market with an asterisk (*) are also compatible with any Fantasy RPG (again, the stats will have to be changed to suit the system). For **$15.00**, ten items are selected.

Crossed Swords
The Cleopatra Gambit *
Missing: PT-109
Partisans from the Shadows
Clash of Kings *
Sea Dogs of England
Temples of Blood *
Whom the Gods Destroy *
Assassin Queen *
Terrible Swift Ford
TIMEMASTER RPG RULES

DC HEROES

SUPER-SPECIAL OFFER: $50.00

A very crazy package deal containing the DC Heroes boxed rules and ten assorted modules selected at random from the following list -

Batman
Blood Feud
Don't Ask
Doomsday Program
Dream Machine
Element of Danger
Escort to Hell
Eternity Inc.
Fire and Ice
Four Horsemen of Apokolips
H.I.V.E.
King for all Time
King of Crime
Knight to Planet 3
Lights, Camera, Kobra!
Mad Rook's Gambit
Night in Gotham
Pawns of Time
Project Prometheus
Rigged Results
Siege
The Superman Sourcebook
Watchmen: Taking Out the Trash

NOTE: all of the above items can be purchased individually for $7.00 each

TOP SECRET

UNDERCOVER OFFER: $30.00

Contains the first edition series material. This clandestine crazy special includes all of the modules & supplements below plus the boxed rules!

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A great RPG package comprising the rules and a selection of six modules chosen at random from remaining stock.

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PLEASE NOTE:
Where applicable customers may choose specific titles from an assorted listing, however, we reserve the right to randomly replace such a selection with another title from the same set if stock is depleted.

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ALL TITLES $2.00 EACH! please give SECOND CHOICES

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#6 Amber Sword of World's End (Fantasy)
#7 Warlords of Oriental Adventure (Fantasy)
#8 The Doomsday Device (Superhero)
#9 King Takes a Dare (Superhero)
#10 Dragonsword of Krynn (Fantasy)

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Customers get to choose what specific titles they wish to purchase, but please remember to give second choices!

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Dr. Who and the Vortex Crystal
CW3 Dueltrack
CW6 Mean Streets
Viet Rampage
Blast Out in Lebanon
Into China
KGB Doublecross
ULTRA Deadly
Lybian Strike
MSH1 Spiderman
MSH2 Captain America
MSH4 Doctor Strange
MSH5 The Thing
MSH7 Spiderman (again!)
MSH8 Daredevil
SEQ1 Prisoners of Pax Tharkas
#1 Tenopia Island
#2 Trapped in the Sea Kingdom
Dragonharper
Storm of Dust
Murder at the Diogenes Club
The Black River Emerald
Death at Appledore Towers
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The Royal Flush

Any of the above gamebooks can be purchased individually for **$3.00** each

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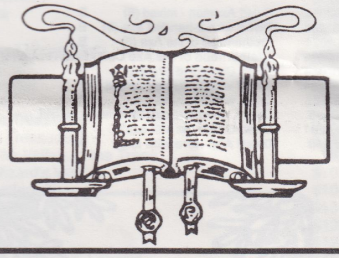
A broad selection of Fantasy and Science Fiction material, ideal books for a quiet evenings reading, or as sourcebooks for RPG campaigns.

ANY FOUR TITLES FOR $12.00

Skraelings (Fantasy)
Double Agent #1 (Top Secret genre)
Double Agent #2
Amazing: The Wonder Years 1926-1935 (Short stories)
Amazing: The War Year 1936-1945
Amazing: The Wild Years 1946-1955
Agent 13 #1 The Invisible Empire
Agent 13 #2 Serpentine Assassin
Cinemonsters (illustrated)
Fantastic Stories Anthology
Roleplaying Mastery

Individual titles from the list above can be purchased for **$4.00** each
* **NOTE**: Any depleted stock will be replaced by issues of AMAZING



WARGAMES

GDW **GUILFORD COURTHOUSE** **

1781: the fate of a nation rests in an encounter at a small hamlet, the Guilford Courthouse, where a British force encounters troops of the American army. The victor of this bloody contest would be able to take the South, and thus control the outcome of the American Revolution. One of GDW's Series 120 games with 120 counters and a 22"x17" map in a zip-lock bag.
Normal Retail: $11.00 Crazy Special: **$5.00**

AH **BULL RUN** **

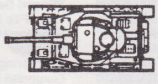
1861: the first major battle of the Civil War, where the armies were separated by a river, but neither was strong enough to block all the crossings. Both armies have the strange and facinating task of defending on one flank while attacking on the other. Who can strike the best balance will win. 260 counters and a four 8"x22" mapboards.
Normal Retail: $40.00 Crazy Special: **$20.00**

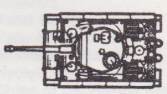
AH **PANZERKRIEG** **

Nine Scenarios from the savage killing fields of Southern Russia, starting with the Kieva Pocket and proceeding to the first Soviet winter offensive, Operation Blue. From Stalingrad and Zitadelle, to the Korsun and Cherkassy Pockets. Set at Division and Corps level. Rules emphasis leaders, air-power, reserves, and breakthroughs. With 520 counters & 22"x34" map.
Normal Retail: $40.00 Crazy Special: **$20.00**

WES **ROMMEL IN NORTH AFRICA** **

The unique point-to-point movement system and battle reinforcement rules allows for a fast-paced conflict based realistically along the routes of movement and supply. Game turns may be prolonged if a player elects to push their forces forward to gain certain objectives. With three historical scenarios, a campaign game, 200 counters and a 44"x17" map.
Normal Retail: $50.00 Crazy Special: **$20.00**





AH **TACTICS** *

Here it is kids! The great-grandfather of board-wargaming, the first published military simulation that spawned an industry. TACTICS made its debut in 1954, and this reprint contains the original mapboard. Great for beginners, the game entails a conflict between two equal forces over a multi terrain landscape. With 100 crude counters and a bland 22"x28" mapboard.
Normal Retail: $25.00 Crazy Special: **$10.00**

FAS **STARSHIP COMBAT SIMULATOR** **

Tactical spaceborne engagements between the fighting vessels of the STAR TREK universe. With three levels of complexity plus optional rules. 78 full-colour counters, 112 chits, and a 22"x34" map. This game is on special because it has been superseded by a second edition set. Boxed.
Normal Retail: $35.00 Crazy Special: **$8.00!**

MAY **ELFQUEST** *

Adapted from the comic series. An Elf tribe must search the land for their Home, facing various hazards and finding useful items & companions. However Trolls know of this quest and must hinder the Elves whilst building a metal dome over their Home, thus thwarting an Elven victory. With 49 colour land tiles, 56 illustrated cards, 4 pawns, and 69 counters.
Normal Retail: $45.00 Crazy Special: **$20.00**

MAIL ORDER FORM

CARFULLY print in the space provided your first and second choices. If no second choice is given, out of stock items will be back-ordered. In some cases this could take several months - although back-orders can be cancelled and an alternative product purchased in its place. A new order form will be posted with your order. Australian customers must include $1.00 for P&P. Overseas customers should include $3.00 for P&P (these are compulsory!). We will take full responsibility for any parcel lost in transit, if and only if, an extra $2.00 is included above the normal postage & packing fee.

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MAGAZINE SUBSCRIPTIONS

AUTODUEL QUARTERLY

A literarily effort by the Steve Jackson company, catering exclusively for the *CAR WARS* fanatic... er, enthusiast. This B4-sized magazine presents a wealth of scenarios, equipment & vehicle supplements, gaming advise ("Don't run out of petrol!), and short-stories based on the popular, maniacal automobile combat game. The main aim of this 'mag is to be both informative and entertaining, without getting too complex.

BATTLEPLAN

A bi-monthly magazine on wargames. Both amateur and professional game designers get to strut their literary skills; by submitting quality scenarios, variant rules, new counters and intelligent strategy guides for both classic and recent simulations. Almost every game company is represented in each issue, including Australian productions. Also features a mini-wargame occasionally. Well worth a perusal by wargamers with diverse collections.

BATTLE-TECHNOLOGY

Offers nothing but *BATTLETECH* related literature. Each issue contains at least one scenario, general game design notes, *MECHWARRIOR* adventures, short stories, and rule supplements. Both roleplayers and wargamers of the *BATTLETECH* universe are catered for, and regular articles from the *FASA* company designers allows the publication of official™ miscellaneous rules errata! If *BATTLETECH* is the only game you play, then this is the only 'mag you need.

BREAKOUT!

Australia's only professional wargaming and roleplaying magazine. Admissibily the main focus is on computer, play-by-mail, and board wargames, however an occasional Fantasy article appears (mainly to give the wargamers something to bitch about!). The quality of prose is very high, and the article mix ranges from product reviews, game options & supplements, local news, humorous bits, interviews, et al. Sumptuous local fare!

CHALLENGE

GDW's magazine has become the definitive magazine for Science-Fiction roleplayers and wargamers! Every major gaming system is covered; *MEGATRAVELLER, TWILIGHT 2000, 2300AD, SPACE 1889, BATTLETECH, PARANOIA, WARHAMMER 40,000, STAR TREK, STAR WARS,* et al. Article definition includes adventures, scenarios, new rules, optional supplements, new equipment & weapons, gaming essays, etc.

COUNTER-ATTACK

Similar to *STRATEGY & TACTICS* in both format and content - each issue will feature a moderate-to-high complexity simulation with at least 200 matt counters and a large map. The range of game topics varies greatly from issue to issue. A feature-length article concerned with the wargame will give the reader some background on the conflict. Futher detailed essays cover various military topics from Napolionic leaders to NATO organisational data.

DRAGON

TSR's monstrous monthly 'mag. The emphasis is on *AD&D*, with a veritable treasure-chest of articles and adventures (& ads!) that will appeal to both players and DMs alike. Features on *D&D, TOP SECRET, GAMMA WORLD, STAR FRONTIERS* and *MARVEL SUPER HEROES* are tolerated, albeit with less proliferation than the ubiquitous fantasy RPG *AD&D* ™®©,ect. Each issue includes such things as new spells, magic items, monsters, tips on play, etc.

DUNGEON

Within the pages of this bi-monthly publication can be found enough adventures to satiate the wander-lust of any adventuring AD&D or D&D party. The player's quest for riches and fame, danger and excitement are fulfiled with at least five complete mini-modules per issue! Every game is DM-friendly, with all the information needed to play set out in a clear manner, all necessary maps, diagrams, and illustrations are provided. Produced by TSR.

FIRE & MOVEMENT

The main function of *FIRE & MOVEMENT* is to be an excellent source of detailed wargame profiles, either as capsule comments, or as extensive reviews. Regular magazine departments feature interviews with prominent game designers, industry news (mainly American), and elaborate essays on wargaming in general (ie: tactical doctrine, game design, etc). It is testament to the quality of *F&M* that this 'mag has been produced for many, many years.

GENERAL

AVALON HILL's high-quality publication; though this great magazine deals only with *AVALON HILL* (what a surprise!) and, occasionally, *VICTORY GAMES* simulations. Each issue has an extensive feature-article on a particular product, as well as scenarios, designer's notes, strategy guides, new rules and variant counters on old and new games. Regular articles appear for *ASL*. If you are an avid *AVALON HILL* wargamer, then this publication is indispensable!

RUN 5

STRATEGIC STUDIES GROUP's computer quarterly journal that presents to the reader detailed articles and scenarios for *SSG*'s excellent computer simulations. Most issues of this Australian publication also feature designer's notes on new releases, U.S. computer game reviews, and computer gaming essays. We must admit, unluckily, that this magazine has a notoriously bad publishing schedule!

STRATEGY & TACTICS

Every issue contains a wargame of moderate-to-advanced complexity, with at least 120 glossy counters, and a large (standard size) multi-colour hex map. Periods covered range from ancients to modern, and the topics from naval to ground combat. Every issue also includes an analytical essay on the feature wargame. Plus the usual wargame reviews, industry news and gaming essays by designers, et al.

THE WARGAMER

Once upon at time *THE WARGAMER* used to compete with *S&T* in producing quality magazine wargames, but alas that is no more! However, is still is a professional wargaming 'mag, regular departments include 'Campaign Analysis' - with tactical tips & player's notes on popular wargames, and 'Moves' - which includes scenarios, variants & strategy guides. With feature reviews, scenarios, a design forum and the occasional humorous article.

WHITE DWARF

A beautiful glossy monthly magazine, with an obvious super-bias towards *GAME WORKSHOP's* role-playing and miniatures games! (plus *CITADEL* miniatures). So unless you play *WARHAMMER FANTASY BATTLES, WARHAMMER 40,000, WARHAMMER RPG, DARK FUTURE, BLOODBOWL,* or *TITANICUS*, don't buy this magazine! If however you do play any of those products, then this is your virtual gaming bible. Full of colour photos, and great artwork.

ORDER FORM

AUTODUEL QUARTERLY	☐	$18 for 4	☐	$35 for 8	DUNGEON	☐	$40 for 6	☐	$80 for 12
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DRAGON	☐	$49 for 6	☐	$93 for 12	WHITE DWARF	☐	$45 for 6	☐	$85 for 12

WHEN ORDERING, PLEASE TICK APPROPRIATE MAGAZINE AND COST BOX

COMPUTER GAMES

50 MISSION CRUSH
Pilot a B-17 Flying Fortress in 50 deadly raids over France & Germany. Each mission is evaluated for accuracy and enemy attrition, and awarded with pilot promotion. Every aspect of command is covered, from gunners to the bomb/fuel ratio.

B-24
A flight & combat simulator that challenges you to fly 19 dangerous bombing raids over the Axis' oil refineries at Ploesti, Rumania. A campaign to shorten the war in Europe by reducing the oil production flow to Hitler's war machine.

BALTIC 1985
Third game in the *WHEN SUPERPOWERS COLLIDE* series. NATO forces must carve open a corridor across East Germany, through the Warsaw Pact front line, to rescue the Berlin garrison. Battalion level with Divisional integrity and air power.

BATTALION COMMANDER
Now you can direct a modern American, Soviet, or Chinese armored battalion against the forces led by the computer. Five scenarios with a choice of 40 tactical terrain maps.

BATTLES IN NORMANDY
8 scenarios allow you to recreate the momentous battles that established the Normandy Bridge-head. Relive the massive Allied invasion of France in June 1944, a bold mechanized thrust that marked the beginning of the end for Germany. Uses the same mechanics as *BATTLEFRONT*, with all the great system features, plus a design application for new scenarios.

BATTLEGROUP
Sister-game to *KAMPFGRUPPE*, recreating tactical combat on the Western Front. Includes every major German, US, and British tank, gun, and weapon used on this front from 1943-45. Units range from individual vehicles to battalions. New rules such as stacking limits and troop morale are included.

BATTLE OF ANTIETAM
A grand tactical simulation of the Civil War's bloodiest battle. Has three levels of play, and zoom-in, zoom-out map display. Units are at demi-brigade scale with combat resolved down to the last man or artillery piece. Each turn equals 30 minutes.

BATTLECRUISER
A good naval game that uses the same system as *WARSHIP*. Recreates individual ship-to-ship combat in great tactical detail. Contains 79 ships from WWI Germany & Britain, plus 79 major WWII British, French, German and Italian vessels.

BATTLEFRONT
A recreation of WWII Corps-level combat. The game features a great range of unit types with a complete and accurate battle environment. Four scenarios, Crete, Stalingrad, Saipan & Bastogne: plus a comprehensive scenario design kit.

CARRIER FORCE
Recreates four major naval engagements in the Pacific; Santa Cruz, Midway, Solomons and Coral sea. Every major warship and plane is fully accounted for and battles are resolved right down to the last aircraft.

CARRIERS AT WAR
A game of land based, aerial and naval combat between America & Japan, with five historical scenarios. Using *SSG's* unique menu and design systems, new scenarios can be created for any other theater.

COMPUTER AMBUSH
Squad-level, West front, man-to-man combat - very detailed small unit actions. Features Hidden movement, individual soldier characteristics and a squad self-design option. New improved edition is 40 times faster than before.

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR
Vol 1

Six scenarios from the War between the States - First Bull Run, Shiloh, Second Bull Run, Antietam, Fredericksburg and Chancellorsville. With a new easy-to-learn menu system, plus the *WARPLAN* wargame construction set and the *WARPAINT* graphics editor for detailed scenario creation.

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR
Vol. 2

Covers the middle years of the war with the battles for Chatanooga, Chickamauga, Gettysberg, Gaines mill, and Stones River. Once the scenario mix is exhausted, players can create their own with the *WARPLAN* & *WARPAINT* options.

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR
Vol. 3

The last of the Civil War series features the final savage years of the Confederacy. Scenarios featured are Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbor & Nashville.

THE DUNGEON MASTER'S ASSISTANT
Vol. 1: ENCOUNTERS

Contains separate encounters (over 1000), monsters and non-player characters (1300). These can reduce AD&D game prep time by several hours per session. The DM can either specify encounters to be played, or can get them randomly generated.

EUROPE ABLAZE
Three scenarios that depict all aspects of the air war that raged over Britain and Germany between 1939 and 1945. *SSG's* game system covers every detail of the war, including weather, cloud cover, flack & jets. Plus a scenario design kit.

FIELD OF FIRE
Assume command of 'Easy' Company, in a campaign game that leads them through eight battles in North Africa and Europe. Historically accurate simulation with hi-res graphics.

FIRE BRIGADE
The battle for Kiev, 1943, one of the most decisive & mobile battles of WWII. The assault by the *elite* 3RD Guards Tank Army could split the German front and isolate Army Group South., Balck's 48TH Panzer Korps ('The Fire Brigade') must commit itself for a counter-attack. With beautiful hi-res graphics set in a stunning strategic layout, plus variable skill levels.

GEMSTONE WARRIOR
A graphic, 'real-time' adventure in which a single adventurer, armed with an arsenal of weapons and magic spells, must descend into the dark realms of the Netherworld to recover the five pieces of a shattered artifact called the 'Gemstone'.

GEMSTONE HEALER
The 'Gemstone' segments have been retrieved at great cost to the hero who first ventured forth in the *GEMSTONE WARRIOR*. Now he/she must return to the horror of the Netherworld and find the tools to repair the sacred gem - life's pretty tough for heroes!

GERMANY 1985
First of the series *WHEN SUPERPOWERS COLLIDE*. NATO must repel an invasion of West Germany by Warsaw Pact forces. Battalion scale.

GETTYSBURG
What started as just a skirmish, became the Turning point of the American Civil War. One or two players can re-enact this great battle, with 3 levels of play, zoom-in zoom-out screen and accurate combat rules.

HALLS OF MONTEZUMA
From the capture of Mexico City in 1848 through two World Wars, Korea and Vietnam, the U.S. Marine Coups has a combat record second to none. This is based on the *BATTLEFRONT* system, and includes *WARPAINT* (which gives complete graphic control over the icons), and the *WARPLAN* design option for endless scenario creation.

HEROES OF THE LANCE
Based on the *DRAGONLANCE* saga. Play involves questing in the evil-infested temple ruins of Xak Tsaroth for the Disks of Mishakai. With eight individually-skilled *DRAGONLANCE* characters. Provides fully animated action, plus arcade-style graphics. Includes Gully Dwarves & Draconians, etc.

KAMPFGRUPPE
Nominated as one of the best computer simulations ever, this is for the wargamer wanting a superior tactical game covering the Eastern front. It has all the major tanks , tank destroyers, assault guns, AT guns, transport vehicles, support weapons and infantry guns, that saw action in Russia from 1941-45. Platoon scale with individual troop & AFV combat resolution.

MECHBRIGADE
A tactical simulation of an invasion of West Germany by the Warsaw Pact. Includes all the major vehicles, weapons, equipment & helicopters of Russia, West Germany, America, and Britain. Combined-arms action using the detailed *KAMPFGRUPPE* combat resolution system. Four scenarios.

MacARTHUR'S WAR: KOREA
In June 1950, the North Korean Army surged into South Korea, they swept aside all defences and were poised to take the last bastion of resistance.The UN intervened, and MacArthur's brilliant capture of Seoul resulted in the rapid invasion of North Korea. Chinese forces joined the fun and produced a stalemate on the 38TH Parallel. With 8 great scenarios.

'NAM
Six scenarios, from city fighting in Hue to 'search & destroy' ops in the boonies. The US & ARVN player can co-ordinate artillery or air strikes to support his armour and infantry (plus Air Cav & special forces). The VC/NVA will employ ambushes, underground strongholds & booby-traps to combat them.

NORWAY 1985
Last in the *WHEN SUPERPOWERS COLLIDE* series. The Soviet invasion is frozen solid, and counter-attacks by NATO guerrilla ski troops may yet save Norway - and enable the Allies to sweep the communists out of Europe!

PANZER GRENADIER
A tactical saga of an elite unit of Panzer Grenadiers fighting on the Eastern front. A solitaire game that's a lot of fun, providing that the Bolshevics don't beat the crap out of you!

PANZERSTRIKE
Engage in highly detailed tank-to-tank and squad-to-squad combat in this high-res WW2 tactical game. Each unit is either one AFV, pak gun, or infantry squad. 50 yards per on-screen map-hex. Three theaters are covered; the entire East Front, 1940 West Front, & Africa, Included are 2 double-sided disks, and a very comprehensive weapons listing.

PHANTASIE
In this clasic fantasy epic, you create a party of six adventurers, then lead them against the evil Dark Lord's minions in an effort to retrieve eight magical rings. Features six character classes, fifteen races, magic, and a detailed combat system.

PHANTASIE II
To remove an evil warlock's curse, the characters must travel through danger-filled lands & dungeons in a quest to find an ancient orb, and discover a way to destroy it. Now with missile-fire as well as enabling characters to be transfered from *PHANTASIE*, thus continuing the saga of heroic fantasy.

PHANTASIE III
(The Wrath of Nickademus)

Evil Nickademus is no longer satisfied with control of a petty island, now he wants to conquert the world! He must be stopped, and the quest to end his reign of terror is yours. Includes new features such as bows, very powerful (and very nasty!) spells, damage segmented into body locations and a better experience system.

POOL OF RADIANCE
An *AD&D FORGOTTEN REALMS* adventure: a heroic party of adventurers must rid a city of rampaging beasties, and destroy whatever evil force is behind this mayhem. Uses classic AD&D style characters, monsters and spells. 3-D city, dungeon and combat visuals. With state-of-the-art graphics.

PRESIDENT ELECT
Campaign for the presidency of America during a nine week race. Using a rating system for candidates (for charisma, socio-economic views, foreign policy positions, etc) you must run a successful publicity trail (advertising, debating and kissing babies) to win the coveted seat of power in U.S. politics.

PROFESSIONAL TOUR GOLF
Excellent and realistic game of world-class golf in which you tee off against the Masters on internationally famous courses. The game mechanics include weather, handicaps, club selection, and terrain golfers both love and love to hate.

QUESTRON
With the aid of the Great Book of Evil Magic, Mantor's legions have decimated the King's army. A single warrior has been selected as the last defender of the realm, and this heroic knight must travel deep into Mantor's barbaric lands and brave the dreaded dungeons to steal the Great Book.

QUESTRON II
The hero from *QUESTRON* is sent back in time, to exterminate the six mad sorcerors responsible for the creation of the Great Book of Evil Magick. This game surpasses its predecessor in graphic quality and campaign detail. The fully animated 3-D visuals represent towns, labyrinthine dungeons, the wilderness, countless characters & fierce monsters.

RDF 1985
Soviet forces have seized control of the oil-rich area along the Persian Gulf in Saudi Arabia. The U.S. responds by sending its Rapid Deployment Force. The scenario is set for game two in the *WHEN SUPERPOWERS COLLIDE* series.

REACH FOR THE STARS 3RD ED.
The best computer game ever made! For 1-4 players who must build a space empire by developing a homeworld, sending out colonists, establishing habitable planets and developing them. Security for these bases is directly tied to the procurement of technical skills (for navigation, ships & industry). There is but one obstacle to galactic domination - the other players! Colonies become the prey of fleets in a bitter contest of destruction and conquest. A much improved game with new social rules, land based armies and much more!

REALMS OF DARKNESS
Guide a band of up to eight adventurers as you explore an unknown land filled with terrible dangers and magical delights Seven different quests. The visual presentation is superb, with hi-res graphics and imaginative designs.

REBEL CHARGE AT CHICKAMAUGA
Three level game of the South's last major offensive thrust. A two day battle in turns that represent 2 hours. With tactical and strategic maps. Uncertainty of reinforcements, historical accuracy and hidden movement make this a very tense game

REFORGER '88
NATOs annual defense exercise assuming a Soviet strike into West Germany through the Fulda Gap. Set on a tactical scale of infantry squads and individual AFVs & aircraft. With chemical and nuclear options for really megalomaniac players!

RINGS OF ZILFIN
A fiendish necromancer holds the town of Batiniq in thrall. Captor of one magic ring, Dragos needs only its mate to attain invincibility. A party of intrepid adventurers must set forth on a perilous quest to find and reunite the legendary rings and depose the dark overlord. Beautiful graphics!

ROADWAR 2000
Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland, the highways are now futuristic battlefields. You are a road-gang leader who must search the ruins and locate eight federal government scientists so that they may develop a vaccine against the modern plague.

ROADWAR EUROPA
Post-doomsday Europe is held hostage by terrorists who plan to detonate five nuclear missiles across the continent. A *Rambo* clone assembles his *Mad Max* entourage of thugs & armed vehicles and goes touring in search of the warheads. The player's job is to find & disarm the weapons and then find and disarm (and disleg, and dis-head...) the evil terrorists!

ROMMEL: BATTLES FOR NORTH AFRICA
The Italian army had been routed out of Egypt; a small German force was sent to try and stem the Allied advance. For the next 2 years, outnumbered & poorly supplied, the Desert Fox out-witted & out-generalled all of his opponents.With nine scenarios - from Syria to a hypothetical invasion of Malta, and all the necessary accessories to design further engagements.

RUSSIA - GREAT WAR IN THE EAST
Detailed game of the entire war in the East. Contains several scenarios and a campaign game. Players can either control the entire Axis or Russian order of battle, or just command an Army Group and let the computer run the remaining forces.

SHARD OF SPRING
Embark on a journey of peril with five adventurers to regain the Shard of Spring, a magical artifact which has the power of eternal springtime. A deadly quest through townships (and their fearsome taverns!), the hostile wilderness and dank dungeons populated with psychopathic beasties.

SHILOH
The bloody battle of the Tennessee River at Pittsburgh Landing in the American Civil War, two murderous days that would be General Grant's first real trial by fire. Three levels of play. Strategic and tactical displays with full historical integrity

SONS OF LIBERTY
Three epic battles of the American Revolution; 'Bunker Hill' - the first major battle, 'Saratoga' - Washington's test of skill, and 'Monmouth' - the turning point of the revolution. Three levels of play, with strategic and tactical maps.

STAR COMMAND
A special force of 8 star-troopers (with variable skill ratings & characteristics) must search for smugglers' lairs in a galaxy that spans thousands of stars! As the game proceeds, the troops may improve skills, rise in rank and collect bigger weapons. Features man-to-man or tactical starship combat and stunning graphics. The 2ND scenario involves an alien war.

STELLAR CRUSADE
Two space-nations collide in a bitter struggle for control of a resource-rich star cluster. With *Exploration:* searching for the best planets to colonise. *Build:* expanding economic strength thru raw materials & production, training troops, research & developing industry. *Conquer:* Designing ships, building fleets and preparing commanders. 7 scenarios, plus a campaign.

THE ETERNAL DAGGER
A band of eight brave (but not really smart) adventurers must search the land for the enchanted Eternal Dagger. They must use it to close the Demon Portal before the gruesome and vile undead pour out of its evil depths like a loathsome pool of ruined, twisted flesh, to overwhelm Middleworld.

USAAF
Simulates the daylight bombing raids against the industrial targets and weapons factories in Nazi-occupied Europe by the U.S. Air Force. German military production, and the the course of the entire war, hangs in the balance.

WAR IN RUSSIA
An advanced campaign game of the East Front, from the violent blitzkrieg assaults into Russian soil by the battle-hardened Wehrmacht, to the bitter winter battles around the fringes of Moscow. Every single division in the entire campaign is included in this grand strategy simulation. Players must plan their own production schedule as well. Weekly turns

WARGAME CONSTRUCTION SET
Play games that you design! Create your own battlefields, build the forces and plan a scenario where your grand armies will beat the crap out of each other. Any type of terrain can be constructed; and any period, from ancients to sci-fi, is possible

WARSHIP
Companion to *BATTLECRUISER*. Has 79 ship classes from the Allied and Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45.. Ship to ship action with extremely detailed and authentic mechanics.

WIZARD'S CROWN
The Wizard's Crown has been usurped by the Wizard of Thunder. The crown lies imprisoned behind the shattered walls of a ruined city and now eight fearless adventurers must dare the perils of this cursed domain and return with the sacred dingus. With magic spells, 5 character classes, personal attributes, etc.

	GAME TITLE (DISK ONLY!)	C-64	APPLE	ATARI	IBM	AMIGA	ST	MAC
SSI	**50 MISSION CRUSH**	**$70.00**	**$70.00**					
SSI	B-24	$70.00	$70.00		$70.00			
SSI	**BALTIC 1985**	**$50.00**	**$50.00**					
SSI	BATTALION COMMANDER	$70.00	$70.00	$70.00				
SSG	**BATTLES IN NORMANDY**	**$50.00**	**$50.00**					
SSI	BATTLEGROUP	$70.00	$70.00					
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*Denotes both 3½" & 5¼" Disks **NOTE:** All *SSI* **IBM** simulations need colour card.

MINIATURES RULES

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I14: SWORDS OF THE IRON LEGION

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This hardback book presents complete army lists with everything from Dark Elves and Pygmys, to mercenaries. Plus new rules covering combat, special troops, magic, magic items, and more monsters. All troop types are illustrated, as well as hundreds of shield & banner designs. Revised record cards included. Contains colour photos. 162-pages! **$50.00**

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Tactical World War II rules for combined-arms combat. This boxed set contains a 32-page rulebook (with basic and advanced mechanics), a 16-page vehicle/weapon data book (for Germany, Italy, Russia, America & England), a 28-page divisional unit organization book, a 12-page campaign book with 6 scenarios, a 4-page rules summary folder, 4 card charts, and markers. This is a very playable system for 1/285 TH, 15mm and HO scale models. Illustrated with photos.**$40.00**

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BARBAROSSA 25

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Uses the *COMMAND DECISION* system for modern warfare. Recreates the savage land-air actions by the hi-tech war-machines of today. For 1/285TH scale miniatures. Includes gun charts, national vehicle data, and organizational tables (covering 12 countries). 152-pages photos. **$25.00**

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FOR THE MOTHERLAND

The first Campaign supplement for *PANZERFAUST*. Re-creates the complete Russian Campaign from 1939-'45. Scale is of 1 Corps equals 1 platoon of miniatures on the table. Extensive army lists and unit organisations is included. **TBA**

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Covers battlegroup level games: 1950 - 1990. One miniature represents one vehicle. For 1/285TH scale miniatures. A 66 page book with two card charts, one clear plastic template and 170 markers. These are the most popular modern miniatures rules todate, with a very comprehensive system that utilizes excellent tactical detail, suberbly detailed mechanics and hard military data backed with obvious dedicated study. **$15.00**

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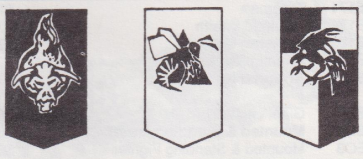
Contains engineering vehicle lists, scenarios, *CHALLENGER* rule amendments, plus new close assault mechanics, equipment listing updates, and Army listing updates (including the complete Australian Army!). 68 pages. **$10.00**

WRG ANCIENT RULES

The 7TH Ed. Wargames Research Group's 3000BC - 1485AD rules. Each figure (of any scale - 5mm to 30mm) represents 20 men. All troop types (from archers to elephants), weapons, formations, and tactics for the period are included in a softcover 56-page book, plus card charts. The rules include background details, field engineering, fortifications and stratagems (inc. scythed chariots, incendiary pigs & dummy elephants!). Although certainly not a complex publication, this product is the definitive set of table-top ancient rules. **$15.00**

ADEPTUS TITANICUS

From the WARHAMMER 40,000 universe, these are a very good set of rules for sci-fi slugfests! The basic idea is that players beat the crap out of each other with these awesome war machines that make a Battle'Mek look like a toy! Further CITADEL miniatures & supplements in WHITE DWARF 'mag will introduce grunts, AFVs, new Battle Titans, ect to the basic game. This huge boxed set contains 6 plastic Titan miniatures, 8 scenic styrene buildings, charts, rules, rulers, templates, colour counters, and hours of fun! Multi-player. **$90.00**



Honour Banners

DARK FUTURE

A miniatures game that seems to be a chaotic spawn of MAD MAX and CAR WARS. It recreates battles on the highways between the sleek killing machines of the bounty hunters and the rugged motorbikes & death-buggies of outlaw gangs. This product is another huge boxed set containing, 4 plastic vehicles (+ heaps of weapons), 4 plastic motorbikes, dice, 104-page rulebook (with great illustrations, plus charts, tables, playsheets & the DARK FUTURE background story), 16 laminated heavy-card colour road sections, 1 clear plastic ruler, and 182 sturdy laminated markers. **$80.00**

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Modern naval wargames rules that pits individual vessels and a deadly entourage of support weapons in fierce tactical combat. A new boxed set with a 48-page rule book, a 64 page data annex book (covering over 200 ship & submarine classes, 130 types of helicopter & aircraft, missiles, gun systems, torpedoes, bombs, radar, sonar and more!), a 16 page scenario book, 2 card charts and 168 counters. **$45.00**

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See *WARHAMMER FANTASY BATTLES* for more products.

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HAND TO HAND •

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WWII WEAPONS DATA •

A very straight forward title, it really doesn't require any further embellishment (I don't know anything about it anyway!). **TBA**

JOHNNY REB

This is the second edition boxed set. Covers the American Civil War in great detail. One figure (of any scale) represents 20 soldiers, used in Regimental groups. Covers up to Corps-level engagements! This production includes an 86-page rulebook, 11-pages of scenarios, two A3 card charts and 300 cardboard counters. Well illustrated throughout. **$45.00**

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WHITE DWARF magazine publishes new rules, scenarios, supplements, and gaming essays for **WARHAMMER FANTASY BATTLES, ADEPTUS TITANICUS, DARK FUTURE, and WARHAMMER 40,000**. Plus info' & photos on new **CITADEL** miniatures! Subscribe today!

MINIATURES

GRENADIER

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GRE3503

GRE6008

Knight of Blood

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Contains one 25mm Dragon per pack.

GRE501	**Pond Dragon**	**$7.00**
GRE502	Marsh Dragon	$7.00
GRE503	**Cliff Dragon**	**$7.00**
GRE504	Pet Dragon	$7.00
GRE505	**Old World Dragon**	**$7.00**
GRE506	Forest Dragon	$7.00

GRE6008

FANTASY LORDS BOXED SETS

FANTASY LORDS

With 10-16 25mm figures in each box set.

GRE6002	**Skeleton Raiders**	**$25.00**
GRE6003	Silvan Brotherhood Elves	$25.00
GRE6004	**Monsters of Mythology**	**$25.00**
GRE6005	Knights and Fighters	$25.00
GRE6006	**Demons**	**$25.00**
GRE6007	Dungeon Raiders	$25.00
GRE6008	**Fantasy Knights**	**$25.00**

Please use **SECOND CHOICES** when purchasing miniatures!

THE UNDEAD LEGION

Various diorama-quality miniatures, assembly required.

GRE5501	**Undead War Mammoth**	**$30.00**
GRE5502	Death Dragon	$40.00
GRE5503	**Undead War Chariot**	**$40.00**
GRE5504	Undead Death Giant	$40.00
GRE5505	**Undead Imperial Mammoth**	**$40.00**
GRE5506	Undead War Rhino	$40.00
GRE2019	**Undead Royal Guardsmen**	**$20.00**

MISCELLANEOUS

GRE1001	**Imperial Space Marines**	**$30.00**
GRE1003	Alien Animals	$30.00
GRE1004	**Alien Mercenaries**	**$30.00**
GRE9502	DC Heroes: The New Teen Titans	$25.00

Customers should request **SECOND CHOICES**.

FUTURE STAR WARS RELEASES

Boxed sets, each containing ten 25mm miniatures

GRE	**Empire Strikes Back (Stormtroopers)**	**TBA**
GRE	Rebel Characters	TBA

The Australian release dates for this range is unknown.

CALL OF CTHULHU

Blister Packs: 25mm metal Horror miniatures, each with 3 figures, unless stated otherwise.

GRE201	**Private Investigators**	**$8.00**
GRE202	Thugs	$8.00
GRE203	**Adventurers**	**$8.00**
GRE204	Sinister Gentlemen	$8.00
GRE205	**Investigators**	**$8.00**
GRE206	Cops	$8.00
GRE207	**Nightmares**	**$8.00**
GRE208	Undead	$8.00
GRE209	**Ghouls**	**$8.00**
GRE210	Serpentmen & Mi-Go	$8.00
GRE211	**Sand Dwellers**	**$8.00**
GRE212	Deep Ones	$8.00
GRE213	**Cthonians (2)**	**$8.00**
GRE214	Nyarlathotep (1)	$8.00
GRE215	**Tsathogghua (1)**	**$8.00**
GRE216	Old One & Dimensional Shambler (2)	$8.00
GRE217	**Spawn of Cthulhu (1)**	**$8.00**
GRE218	Hunting Horror (1)	$8.00
GRE2--	**Gug (1)**	**TBA**
GRE2--	Moonbeast &Yig (2)	TBA
GRE2--	**Ghasts (2)**	**TBA**
GRE2--	Domestics (NPCs)	TBA
GRE2--	**Cultists**	**TBA**
GRE2--	London Bobbies	TBA

208

204

TWILIGHT 2000

Blister Packs: each containg 4-6 metal 20mm Modern Military miniatures.

GRE401	**U.S. Infantry**	**$8.00**
GRE402	Soviet Infantry	$8.00
GRE403	**Polish Infantry**	**$8.00**
GRE404	Armed Civilians	$8.00
GRE405	**U.S. Support Weapons**	**$8.00**
GRE406	Soviet Support Weapons	$8.00
GRE407	**Soviet Cavalry**	**$8.00**
GRE408	U.S. Assault Squad	$8.00
GRE409	**U.S. Heavy Weapons**	**$8.00**
GRE410	Soviet Heavy Weapons	$8.00
GRE411	**Polish Paratroopers**	**$8.00**
GRE412	Polish Lancers	$8.00

PARANOIA

Blister Packs: 25mm Science Fiction miniatures, each with 3 miniatures.

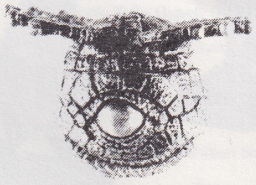
GRE601	**Red Trouble Shooters**	**$8.00**
GRE602	Orange Trouble Shooters	$8.00
GRE603	**Green Trouble Shooters**	**$8.00**
GRE604	Yellow Trouble Shooters	$8.00
GRE605	**'Bot Busters**	**$8.00**
GRE606	Belligerent 'Bots	$8.00
GRE607	**Intsec Goons**	**$8.00**
GRE608	Vulture Troopers	$8.00
GRE609	**Briefing Team**	**$8.00**
GRE610	Transbot	$8.00
GRE611	**Infra-Red Drones**	**$8.00**
GRE612	Ex-Cessories	$8.00

CITADEL

ADVANCED DUNGEONS & DRAGONS

Blister Packs: Each pack contains three 25mm figures unless stated otherwise.

CITADD03	**Cleric with Mace**	**$5.50**
CITADD05	Female Illusionist	$5.50
CITADD08	**Assassin**	**$5.50**



ADD 84 BEHOLDER

CITADD09	Druid	$5.50
CITADD11	**Female Magic User**	**$5.50**
CITADD51	Four Kobolds	$6.00
CITADD54	**Hobgoblins**	**$5.50**
CITADD55	Gnolls	$6.00
CITADD56	**Two Bugbears**	**$6.00**
CITADD60	Norkers	$6.00
CITADD69	**Gythyanki**	**$6.00**
CITADD71	Evil Fighter	$6.00
CITADD72	**Carrion Crawler**	**$6.00**
CITADD75	Gorgon	$5.50
CITADD76	**Five Stirges**	**$5.50**
CITADD77	Umberhulk	$5.50
CITADD80	**Four Blink Dogs**	**$5.50**
CITADD81	Owl Bear	$5.50
CITADD84	**Beholder**	**$5.50**
CITADD86	Minotaur	$6.00
CITADD91	**Two Rust Monsters**	**$6.00**
CITADD93	Zombie, Shadow, Ghoul	$5.50
CITADD94	**Ghast, Wight, Lich**	**$5.50**

Please remember to select **SECOND CHOICES**!

LORD OF THE RINGS

Blister Packs

CITME01	**Gandalf, Strider, & Frodo**	**$11.00**
CITME02	Legolas, Gimli, & Boromir	$11.00
CITME55	**Mouth of Sauron: Evil Mage**	**$1.00**
CITME61	Sauron on Writhing Throne	$1.00

BOXED SETS

CITBME1	**Fellowship of the Ring** (Contains 10 25mm Metal Figures)	**$22.00**
CITBME2	**Nazgul on winged Beast** (Nazgul on foot & seated on flyer)	**$22.00**
CITBME3	**Encounter at Khazad-Dum** (Huge Balrog with Gandalf,Legolas & Boromir)	**$60.00**

Don't Forget **SECOND CHOICES** kiddies!

MACHINERIES OF DESTRUCTION

.Boxed Sets 25mm - assembly required!

CITMD1	**Goblin War Chariot**	**$18.00**
CITMD2	Skull Crusher Catapult	$30.00
CITMD3	**Lead Belcher Organ Gun**	**$27.00**
CITMD4	Elvern Attack Chariot	$45.00
CITMD5	**Man-Mangler (Orc Mangonel)**	**$27.00**
CITMD6	Goblin Battle Chariots	$45.00
CITMD7	**Goblobber: Dwarf Onager**	**$45.00**
CITMD8	Skeleton War Machines	$45.00

DRAGONS

Boxed Sets 25mm

CITDRAG1	**Zombie Dragon**	**$22.00**
CITDRAG2	Blue Dragon & Sorceress	$27.00
CITDRAG3	**Green Dragon & Dwarf**	**$27.00**
CITDRAG4	Great Fire Dragon & Knight	$27.00
CITDRAG5	**Great Imperial Dragon**	**$70.00**
CITDRAG6	Orc War Wyvern	$45.00
CITDRAG7	**The Dragon Masters**	**$45.00**

REGIMENTS OF RENOWN

Boxed 25mm Sets for WARHAMMER, with painting guides.

CITRRD1	**Bugman's Dwarf Rangers (17 Figs.)**	**$45.00**
CITRRD2	Skeleton Nightmare Legion (24 Figs.)	$45.00
CITRRD3	**Harboth's Orc Archers (17 Figs.)**	**$45.00**
CITRRD4	Skarloc's Wood Elf Archers (17 Figs.)	$45.00
CITRRD5	**Ruglud's Armored Orcs (17 Figs.)**	**$45.00**
CITRRD6	Ulthar's Dwarf Dragon Company (19 Figs)	$45.00
CITBP3	**Warhammer Plastic Fantasy Regiments** (10 each of Elf, Dwarf, Orc, Goblin, Dark Elf & Skaven)	**$45.00**

GENERAL BOXED SETS

Each with 9-12 25mm Metal Figures

CITBC1	**Adventurers Starter Pack**	**$22.00**
CITBC2	Monster Starter Set	$22.00
CITBC3	**Dwarf Lords of Legend**	**$22.00**
CITBC4	Mighty Uzezod's Commandos	$22.00
CITBC5	**Eternal Champions**	**$22.00**
CITBC6	Chaos Dwarves	$22.00
CITBC7	**Heroic Fighters**	**$22.00**
CITTA3	Orc War Wyvern & Rider	$36.00
CITTA4	**Orc War Machine with Crew**	**$36.00**
CITTA5	Giant War Eagle & Rider	$36.00

Miniature orders require **SECOND CHOICES!**

CITBC7

CITADEL BLISTER PACKS

FIGHTERS

The number of miniatures per pack is in parenthesis.

CITF1	**Fighters (2)**	**$5.00**
CITF2	Fighters (4-5)	$11.00
CITF2D	**Dogs of War (5)**	**$11.00**
CITF3	Barbarians (5-6)	$11.00
CITF4	**Men at Arms (5)**	**$11.00**
CITF4B/I	Bretonian/Imperial Crossbow Men (5)	$11.00
CITF4M	**Mercenaries (5)**	**$11.00**
CITF5	Marauders (5)	$11.00
CITF6	**Warriors (5-6)**	**$11.00**
CITF6B/V	Barbarian Raiders or Vikings (5)	$11.00
CITF7	**Medieval Cavalry (2)**	**$11.00**

CITF3

CITBC3

DWARVES

The number of miniatures per pack is in parenthesis.

CITD1	**Dwarves (2)**	**$5.00**
CITD2	Northern Dwarves (5)	$11.00
CITD3	**Chaos Dwaves (5)**	**$11.00**
CITD4	Dwarf Adventurers (5)	$11.00
CITD5	**Imperial Dwarves (5)**	**$11.00**
CITD6V	Dwarven Villiagers (5)	$11.00
CITD6E	**Dwarven Engineers (5)**	**$11.00**

CHAOS NASTIES!

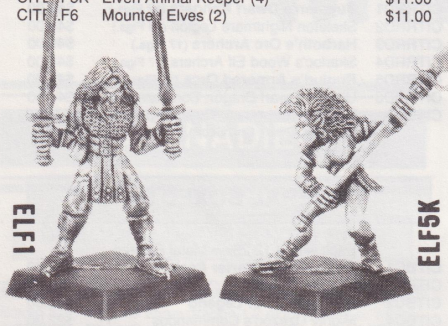
The number of miniatures per pack is in parenthesis.

CITCH2	**Chaos Warriors (3)**	**$11.00**
CITCH3	Chaos Champions	$11.00
CITCH3W	**Chaos War Machines**	**$16.00**
CITCH4B	Chaos Beastmen (5)	$11.00
CITCH5	**Sorcerers & Familiars (2/2)**	**$11.00**
CITCH6	Chaos Thugs (5)	$11.00
CITCH13	**Mounted Chaos Brothers**	**$12.00**

ELVES

The number of miniatures per pack is in parenthesis.

CITELF1	Elven Warriors (5)	$11.00
CITEL[illegible]5K	Elven Wardancers (5)	$11.00
CITE[illegible]F5K	Elven Animal Keeper (4)	$11.00
CITE[illegible]F6	Mounted Elves (2)	$11.00



ORCS

The number of miniatures per pack is in parenthesis.

CITORC1	**Warrior Orcs (4-5)**	**$11.00**
CITORC1C	Orc Command Group (4)	$11.00
CITORC2	**Savage Orcs (5)**	**$11.00**
CITORC4	Orc Champions (4)	$11.00
CITORC4G	**Orc General (mounted)**	**$11.00**
CITORC5	Orc Villagers (5)	$11.00
CITORC6	**Orc Boar Riders (2)**	**$11.00**

Don't forget to mark in **SECOND CHOIC[illegible]** when ordering!

ORIENTALS

CITOH1	**Ninja Assassins (5)**	**$11.00**
CITOH2	Single Ninja (often out of stock!)	$3.00
CITOH3	**Oriental Heroes (3-5)**	**$11.00**
CITOH6	Oriental Hero	$2.50

ETERNAL CHAMPIONS

The number of miniatures per pack is in parenthesis.

CITEC1	**Melnibonean Infantry (5)**	**$11.00**
CITEC2	Pan Tangian Infantry (5)	$11.00
CITEC3	**Pan Tangian Animal Handler (4)**	**$11.00**
CITEC4	Melnibonean Personalities (5)	$11.00
CITEC5	**Melnibonean Cavalry (2)**	**$11.00**

BLOOD BOWL

Blister packs, with five 25mm figures, unless stated otherwise.

CIBB1	**Ogre Player (1)**	**$9.00**
CIBB2	Chaotic/Undead Mix (4)	$11.00
CIBB3	**Defenders**	**$11.00**
CIBB4	Humanoid Mix (4)	$11.00
CIBB?	**Elven Players**	**$11.00**
CIBB104	Human Players	$11.00
CIBB105	**Dwarven Players**	**$11.00**
CIBB106	Dark Elven Players	$11.00
CIBB107O	**Ogre Players (2)**	**$11.00**
CIBB107T	Troll Players (2)	$11.00
CIBB108	**Skaven Players**	**$11.00**
CIBB109A	Star Players (4-6)	$11.00

Series A, B, C, or D

IRON CLAW

The number of miniatures per blister pack is in parenthesis.

CITIC101	**Dwarves (5)**	**$11.00**
CITIC201	Skeletal Guard (4)	$11.00
CITIC301	**Space Pirates (5)**	**$11.00**
CITIC401	Death Riders - Undead Cavalry (2)	$13.00
CITIC501	**Space Dwarves (5)**	**$11.00**
CITIC601	Giant Black Orcs (2)	$11.00
CITIC602	**Fantasy Goblins (5)**	**$11.00**
CITIC603	(WH40K?) Goblin Mechanical Warrior	$15.00

WARHAMMER 40,000

The number of miniatures per pack is in parenthesis.

IMPERIAL MARINES

Blister Packs: total contents in parenthesis.

CIRT101	**Space Marines Squad (3)**	**$11.00**
CIRT101T	Tech Marines (3)	$11.00
CIRT101C	**Chaplains (3)**	**$11.00**
CIRT103	Marine Heavy Weapons with Crew	$11.00
CIRT104	**Dreadnought Suit (1)**	**$15.00**
CIRT105	Imp. Commander on chair, with Guard	$11.00
CIRT106A	**Chaplain on Jetbike (1)**	**$11.00**
CIRT106B	Black Shadow Motorbike & Sidecar	$11.00
CIRT106C	**Chaplain on Motorbike (1)**	**$11.00**
CIRT106J	Tech on Jetbike (1)	$11.00
CIRT106M	**Medic on Motorbike (1)**	**$11.00**
CIRT106T	Tech on Motorbike (1)	$11.00
CIRT107	**Rhino Assault Vehicle Crew (3)**	**$11.00**
CITT108	Imperial Robot (1)	$11.00
CITC100I	**Single Imperial Space Marine**	**$4.00**
CITSP101	Imperial Assassin (1)	$4.50
CITSP102	**Imperial Scout (1)**	**$4.50**
CITSP104	Terminator Marine (1)	$9.00
CITSP105	**Terminator Marine Mk. II (1)**	**$6.00**
CITSP106	Adeptus Mechanicus (1)	$4.50
CITTSF33	**Imperial Riding Lizards (2)**	**$11.00**

ORKS

Blister Packs: total contents in parenthesis.

CIRT201	**Space Orks Pack (4)**	**$11.00**
CIRT202	Space Ork Command (4)	$11.00
CIRT204	**Ork Dreadnought Suit (1)**	**$15.00**
CIRT205	Ork Assault Vehicle	$18.00
CIRT206	**Ork Dreadnought Expansion Set**	**$11.00**
CIRT207	Ork Heavy Weapons	$11.00
CITIC603	**Ork/Goblin Mechanical Warrior**	**$15.00**

SQUATS

Blister Packs: total contents in parenthesis.

CIRT301	**Squat Squad (5)**	**$11.00**
CIRT302	Squat Command Group (4)	$11.00
CIRT303	**Squat Heavy Weapons**	**$11.00**
CIRT304	Squat Thudd Gun & Crew	$15.00
CIRT305	**Squat Motorbike Chopper (1)**	**$11.00**
CITIC501	Space Dwarves (5)	$11.00

ELDAR

Blister Packs: total contents in parenthesis.

CIRT401	**Eldar Squad (5)**	**$11.00**
CIRT402	Eldar Command Group (4)	$11.00
CIRT403D	**Eldar Dreadnought Suit**	**$15.00**
CIRT403S	Eldar Spirit Warrior (Warbot) & Battle Drone	$15.00
CIRT403W	**Eldar War Walker with Pilot**	**$15.00**
CIRT404	Eldar Field Artillery & Crew	$11.00
CIRT404	**Eldar D-Cannon & Crew**	**$11.00**
CIRT405	Eldar Harlequins	$11.00
CIRT406	**Eldar Jet Cycle with Rider**	**$11.00**
CIRT40?	Harlequin Jet Cycle with Rider	$11.00

IMPERIAL ARMY

Blister Packs: total contents in parenthesis.

CIRT501	**Imperial Army Troopers (5)**	**$11.00**
CIRT502	Space Mercenaries (5)	$11.00
CIRT502W	**Imperial Guard Heavy Weapons**	**$11.00**
CIRT503	Imperial Field Equipment	$15.00
CIRT503M	**Tracked Multilaser (Rapier) with Crew**	**$15.00**
CIRT503S	Imperial Army Speeder and crew	$15.00
CIRT504H	**Human Bombs (5)**	**$11.00**
CIRT504I	Imperial Guards (5)	$11.00
CIRT504P	**Penal Battalion (5)**	**$11.00**
CIRT505C	Commissars (4)	$11.00
CIRT505O	**Senior Officers - Commissars (4)**	**$11.00**
CIRT505S	Sergeants (4)	$11.00
CITTFS32	**Imperial Scout (plus 3 crew)**	**$11.00**
CITTSF16	Imperial Jet Cycle	$11.00

MISCELLANEOUS

Blister Packs: total contents in parenthesis.

CIRT506	**Beastmen (5)**	**$11.00**
CIRT508	Ogryn Sergeant (1)	$11.00
CIRT601A	**Adventurers (5)**	**$11.00**
CIRT601P	Pirates (5)	$11.00
CIRT602A	**Ambull (nasty space critter!)**	**$11.00**
CIRT602T	Tyranid Squad (5)	$11.00
CIRT602Z	**Space Zoat (1)**	**$15.00**
CITIC301	Space Pirates (5)	$11.00
CIRT701	**Medics (multi-racial)**	**$11.00**
CITC3101	Chaos Renegades (Marines)	$11.00
CITC3102	**Chaos Renegade Heavy Weapons**	**$11.00**
CITLE101	Renegade Marine (1)	$4.50
CITLE102	**Traitor Legionaire (1)**	**$4.50**
CITTSF29	Plastic Jet Packs	$11.00

BOXED SETS

CIRTB1	Imperial Space Marines (30 Plastic Figures)	$40.00
CIRTB2	**Space Ork Raiders (17 Metal Figures)**	**$45.00**
CIRTB3	Devastators (3 Heavy Weapons)	$45.95
CIRTB4	**Imperial Rhino Assault Vehicle - APC (2)**	**$45.00**
CIRTB5	Imperial Land Raiders - MBT (2)	$50.00
CITRTB6	**Eldar Harlequins (13 Metal Figures)**	**$45.00**

ADEPTUS TITANICUS

Blister Packs: each with 1/285TH (?) scale metal miniatures.

CIAT9601	**Warhound Class Titan (2)**	**$11.00**
CIAT9602	Reaver Class Titan (1)	$18.00
CIAT9603	**Land Raiders (2)**	**$11.00**
CIAT9604	Dreadnoughts (8)	$11.00

DARK FUTURE

Blister Packs: (except for 'Battlecars', which is boxed), 15mm (or are they 20mm?) metal miniatures.

CITF4101	**Street Warriors (10)**	**$11.00**
CIT?	Motorbikes & Sidecar (2)	$11.00
CITPBS4	**Plastic Battlescars***	**$45.00**
	(*8 bikes, 4 Interceptors & 4 buggies)	

REALMS OF CHAOS

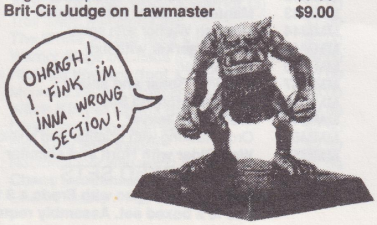
Blister Packs: total contents in parenthes - assembly required!

CITLE103	**Chaos Champion**	**NA**
CITC3201	Chaos Warriors (4)	$11.00
CITC3202	**Champions Of Chaos (3)**	**$11.00**
CITC3203	Chaos Knight on Heavy Warhorse (1)	$11.00
CITC3301	**Slannesh (3)**	**$16.00**
CITC3303	Juggernaut of Korne (1)	$16.00
CITC3404	**Chaos Swivelgun & Crew (2/4)**	**$11.00**
CRC3305	Familiars (8)	$11.00
CRC3304H	**Flesh Hounds (2)**	**$11.00**
CRC3302N	Champions of Nurgle (3)	$11.00
CRC3301N	**Greater Demon of Nurgle (1)**	**$16.00**
CRC3301T	Greater Demon of Tzeentch (1)	$12.00

JUDGE DREDD

Blister Packs: containing two-four 25mm metal miniatures.

CITJD1	**Judge Dredd with Lawmaster**	**NA**
CITJD2	Judges on Lawmasters	NA
CITJD3	**Perps or Fatties**	**$9.00**
CITJD6	Dark Judges (Fear/Fire/Mortis)	$9.00
CITJD10	**Rogue Trooper I**	**$9.00**
CITJD11	Rogue Trooper II	$9.00
CITJD17	**Brit-Cit Judge on Lawmaster**	**$9.00**



TALISMAN

Blister Packs: each with four-five 25mm metal miniatures

CITTL1	**Satyr, Prophetess, Philosopher, Wizard, and Soldier**	**$11.00**
CITTL2	Dwarf, Sorceress, Knight, Centaur	$11.00
CITTL3	**Gladiator, Leprechaun, Toad, Troll**	**$11.00**
CITTL4	Druid, Elf, Assassin, Rogue, Halfling	$11.00
CITTL5	**Thief, Barbarian, Ninja, Toad, and Hobgoblin**	**$11.00**
CITTL6	Ghoul, Orc, Woodsman, Toad, Amazon	$11.00
CITTL7	**Ranger, Priest, Monk, Merchant, and Pilgrim**	**$11.00**
CITTL8	Necromancer, Ministrel, Witch Doctor	$11.00
CITTL9	**Chaos Warrior, Samurai, Toad, Warrior**	**$11.00**
CITTL10	Scout, Highlander, Inquisitor, Spy, and Saracen	$11.00
CITTL11	**Warrior Monk, Zulu, Gypsy, Dark Elf, and Conjurer**	**$11.00**
CITTL12	Sprite, Pirate, Swordsman, Swashbuckler, and another bloody Toad!	$11.00
CITTL13	**Astronaut, Space Pirate, Chainsaw Warrior, and Astropath**	**$11.00**
CITTL14	Cyborg, Scientist, Archaeologist, and Space Marine	$11.00

Please give **SECOND CHOICES** when ordering

DOCTOR WHO

Blister Packs: various 25mm metal miniatures

CITDW1	**The First Three Doctors**	**$10.00**
CITDW2	Doctors #3 & #4, plus the nasty Master!	$10.00
CITDW3	**Daleks (3)**	**$10.00**
CITDW5	Ice Warriors (3)	$10.00
CITDW6	**Cybermen (3)**	**$10.00**
CITDW8	Davros, K-9 & a Dalek	$10.00
CITDW9	**Time Lord Characters**	**$10.00**
CITDW10	Sea Devils (3)	$10.00

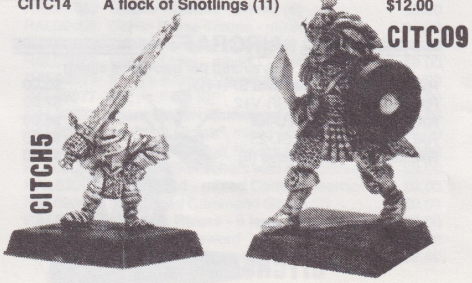
Please give **SECOND CHOICES** when ordering!

GENERAL RANGE

Blister Packs: total contents in parenthes

CITAC1	**Adventurer (Wizards, Clerics & Thieves)**	**$2.50**
CITC02	Wizards (5)	$11.00
CITC03	**Clerics (5)**	**$11.00**
CITC07	Rangers (4)	$11.00
CITC08	**High Elves (5)**	**$11.00**
CITC09	Dark Elves (5)	$11.00
CITC09C	**Dark Elf Command Group (5)**	**$11.00**
CITC10	Half Orcs (4)	$9.00
CITC11	**Halflings (6-7)**	**$11.00**

CITC12	Goblins (5)	$11.00
CITC12C	**Goblin Command Group**	**$11.00**
CITC12F	Goblin Fanatics	$11.00
CITC13B	**Bard - Mounted**	**$11.00**
CITC13C	Chaos Brothers (2)	$11.00
CITC13D	**Dark Elf General**	**$11.00**
CITC13E	Evil Warlord - Mounted	$11.00
CITC14	**A flock of Snotlings (11)**	**$12.00**



CITC17	Skeletons	$11.00
CITC18N	**Night Horrors (4)**	**$12.00**
CITC20	Troll	$9.00
CITC21G	**Goblin Wolf Riders (2)**	**$9.00**
CITC21L	Lizard Riders	$9.00
CITC21U	**Undead Cavalry**	**$9.00**

CITC22A	Skaven Rat Ogres	$11.00
CITC22B	**Dark Elf Crossbow**	**$11.00**
CITC22C	Bugman's Cart	$11.00
CITC22D	**Nippon Rocket Crew**	**$11.00**
CITC22E	Chaos Hounds	$11.00
CITC22F	**Dwarf Flame Cannon**	**$11.00**
CITC22G	Plague Cart	$11.00
CITC22H	**Hobgoblin Rocket Crew**	**$11.00**
CITC22I	Skaven War Machines	$11.00
CITC22J	**Snotling Attack Cart**	**$11.00**
CITC22K	Chaos Petard & Bazooka	$11.00
CITC22L	**Dwarf Bolt Thrower**	**$11.00**
CITC22M	Imperial War Cannon	$11.00
CITC22N	**Adventurer's Cart**	**$11.00**
CITC22O	Orc Bolt Thrower	$11.00
CITC22P	**Armorer's Wagon**	**$11.00**
CITC22Q	Orc Stone Thrower	$11.00

When ordering, please remember **SECOND CHOICES**

CITC23	**Hideous Giant Ogre**	**$9.00**
CITC25M	Minotaur	$9.00
CITC25F	**Fimir**	**$9.00**
CITC27	Orc Bolt Thrower	$9.00
CITC28	**Giant**	**$15.00**
CITC29C	Culchan Giant Bird	$9.00
CITC29D	**Dragon Turtle**	**$9.00**
CITC29Y	Young Dragon & Hatchling	$9.00
CITC31B	**Balrog**	**$15.00**
CITC31C	Chimera	$14.00
CITC31G	**Giant Hill Troll**	**$14.00**
CITC32	Slann (3)	$11.00
CITC33	**Wizard on Carpet**	**$11.00**
CITC34E	Elementals (1)	$11.00
CITC34F	**Flying Nasties (2)**	**$11.00**
CITC34M	Minotaur Lord	$11.00
CITC34Z	**Zoat**	**$11.00**
CITC36	Hobgoblin (1)	$2.50
CITC46	**Villagers (5)**	**$11.00**
CITC46M	Militia (5)	$11.00
CITC47	**Skaven Warriors**	**$11.00**
CITC47C	Skaven Command	$11.00
CITC100C	**Chainsaw Warriors (3)**	**$9.00**
CITTSF25	Dwarven Gyro Copter	$11.00
CITTSF31	**Temple Guard-Dog**	**$11.00**
CITLE104	Thrud (limited edition)	$8.00

Don't forget to mark down **SECOND CHOICES** when ordering!

PLASTIC MINIATURES

25mm Miniatures, in boxes or blister packs.

CITPBS1	**Skeleton Horde (24 miniatures)**	**$20.00**
CITPBS2	Daleks & Cybermen (20 each!)	$25.00
CITPS1	**Psycho-Styrene Dwarves (3)**	**$4.00**
CITPS2	Drastik Plastic Orcs (3)	$4.00
CITPS3	**WARLOCK OF FIRETOP MT. Figures**	**$5.00**

MISCELLANEOUS STOCK

CITAA	Arcane Amorials (226 colour shield decals)	$27.00
CITSB9	**Shields (12 Metal Designs)**	**$3.00**
CIT7177	Citadel Catalogue #1 (fully illustrated!)	$8.00

Fantasy Miniatures - a hardback 40-page book containing hundreds of colour photos of miniatures & dioramas from the Golden Demon Awards. **$25.00**

PAINT SETS

CITP1	**Color Paint Set #1 (12 Acrylics - boxed)**	**$27.00**
CITP2	**Color Paint Set #2 (12 Acrylics - boxed)**	**$27.00**
CITP3	**Monster Paint Set (12 Acrylics - boxed)**	**$27.00**
CITP4	**Expert Inks (12 Inks - boxed)**	**$27.00**

(Red, Orange, Yellow, Green, Blue, Purple, Brown, Chestnut Brown & Black)

FASA

STAR TREK

Blister Packs with one 1/3900TH scale metal ship.

FAS2501	**USS Enterprise (New)**	**$10.00**
FAS2502	USS Reliant Cruiser	$10.00
FAS2503	**Klingon D-7 Battlecruiser**	**$10.00**
FAS2504	Romulan Bird of Prey	$10.00
FAS2505	**USS Enterprise (Old)**	**$10.00**
FAS2507	USS Larson Destroyer	$10.00
FAS2508	**Klingon D-10 Cruiser**	**$10.00**
FAS2509	Klingon D-18 Destroyer	$10.00
FAS2510	**Klingon K-23 Escort**	**$10.00**
FAS2511	Gorn MA-12 Cruiser	$10.00
FAS2512	**Orion Blockade Runner**	**$10.00**
FAS2513	Klingon L-9 Frigate	$10.00
FAS2514	**USS Loknar Frigate**	**$10.00**
FAS2515	Romulan Winged Defender	$10.00
FAS2516	**USS Chandley Frigate**	**$10.00**
FAS2517	USS Excelsior Battleship	$20.00
FAS2518	**Klingon L-42 Bird of Prey**	**$10.00**
FAS2519	USS Grissom	$10.00
FAS2520	**Deep Space Freighter**	**$10.00**
FAS2521	Romulan Graceful Flyer	$10.00
FAS2522	**Orion Wanderer**	**$10.00**
FAS2523	Kobayahi Maru	$10.00
FAS2524	**Romulan Gallant Wing**	**$10.00**
FAS2525	Gorn BH-2 Battleship	$25.00
FAS2526	**USS Baker Destroyer**	**$10.00**
FAS2527	Romulan Nova Battleship	$25.00
FAS2528	**Romulan Bright One (2)**	**$10.00**
FAS2529	Klingon L-24 Battleship	$25.00
FAS2530	**Klingon D-2 Missile Ship**	**$10.00**
FAS2531	Romulan Whitewind	$10.00
FAS2532	**USS Northhampton Cruiser**	**TBA**
FAS2533	USS Remora Escort	TBA
FAS2534	**USS Andor Missile Cruiser**	**TBA**
FAS2535	USS Enterprise - the Next Generation	T B A
FAS2536	**Ferengi Cruiser**	**TBA**

DOCTOR WHO

'TARDIS' style box with three 25mm figures.

FAS9501	**The Five Doctors**	**$16.00**
FAS9502	Sarah, Leela & Adric	$10.00
FAS9503	**Daleks**	**$12.00**
FAS9504	Cybermen	$10.00
FAS9505	**Brigadier & U.N.I.T. Troops**	**$10.00**
FAS9506	Sgt. Benton & U.N.I.T. Troops	$10.00
FAS9507	**Time Lords**	**$10.00**
FAS9508	Temporal Marauders	$10.00
FAS9509	**Ice Warriors**	**$10.00**
FAS9510	More Time Lords	$10.00
FAS9511	**Master, Davros & Dalek**	**$10.00**
FAS9512	Jo Grant, Romana & K-9	$10.00
FAS9513	**Even more Time Lords**	**$10.00**
FAS9514	Sea Devils	$10.00

SECOND CHOICES should be made whilst ordering

REN. LEGION - INTERCEPTOR

Mini-Boxed Sets: 1/285TH scale **'ClnC'** Sci-Fi spaceship Miniatures - each with two craft plus stands.

FAS5901	**Speculum Medium Fighter**	**$10.00**
FAS5902	Verotum Light Fighter	$10.00
FAS5903	**Cheetah Light Fighter**	**$10.00**
FAS5904	Guardian Medium Fighter	$10.00
FAS5905	**Fluttering Petal Heavy Fighter**	**$10.00**
FAS5906	Gladius Heavy Fighter	$10.00
FAS5907	**Avenger Heavy Fighter**	**$10.00**
FAS5909	Penetrator Medium Fighter	$10.00
FAS5910	**Martiubarbulus**	**$10.00**
FAS5911	Space Gull Medium Fighter	$10.00

REN LEGION - CENTURION

MINI-BOXED SETS: 1/285TH scale metal **'CINC'** Sci-Fi AFV miniatures - each with three vehicles plus stands.

FAS5951	**Aeneas TOG Light Tank**	**$12.00**
FAS5952	Wolverine Ren. Light Tank	$12.00
FAS5953	**Romulus TOG Medium APC**	**$12.00**
FAS5954	Spartius Ren. Medium APC	$12.00
FAS5955	**Horatius TOG Medium Tank**	**$12.00**
FAS5956	Liberator Ren. Medium Tank	$12.00
FAS5957	**Lupis TOG Light APC**	**$12.00**
FAS5958	Viper Ren. Light APC	$12.00

Don't forget **SECOND CHOICES**

BATTLETECH

PLEASE NOTE: these prices have been reduced - but only for the duration of the **Autumn** catalogue!

BLISTER PACKS

each with one 1/300TH scale metal miniature.

RAL800	**Four Hex Bases**	**$6.00**
RAL20802	FLG-4N Falcon	$5.00
RAL20805	**FLE-15 Flea**	**$5.00**
RAL20806	Hunter: 2 Missile Tanks	$7.00
RAL20807	**Striker: 2 Armoured Cars**	**$7.00**
RAL20808	Pegasus: 2 Lt. Hover Tanks	$7.00
RAL20811	**BTX-7K Battleaxe**	**$5.00**
RAL20814	CST-3S Cestus	$6.00
RAL20815	**ARC-4R Archer**	**$7.00**
RAL20816	Vedette: 12 50-Ton Tanks	$9.00
RAL20822	**Demolisher: Super Heavy Tank**	**$8.00**
RAL20823	Kurita Infantry (50 pieces)	$10.00
RAL20824	**Davion Infantry (50 pieces)**	**$10.00**
RAL20831	STG-3R Stinger	$5.00
RAL20832	**WSP-1A Wasp**	**$5.00**
RAL20833	PXH-1 Phoenix Hawk	$6.00
RAL20834	**CPD-3R Crusader**	**$6.00**
RAL20835	GRF-1N Griffin	$6.00
RAL20836	**SHD-2H Shadow Hawk**	**$6.00**
RAL20837	WVR-6R Wolverine	$6.00
RAL20838	**BLR-1G Battlemaster**	**$6.00**
RAL20839	TDR-5S Thunderbolt	$6.00
RAL20840	**WHM-6R Warhammer**	**$7.00**
RAL20841	RFL-3N Rifleman	$7.00
RAL20842	**ARC-3R Archer**	**$6.00**
RAL20843	MAD-3R Marauder	$8.00
RAL20844	**LCT-1V Locust**	**$5.00**
RAL20845	AS-7D Atlas	$7.00
RAL20846	**GOL-1H Goliath**	**$7.00**
RAL20847	AWS-8Q Awesome	$7.00
RAL20848	**ON1-K Orion**	**$7.00**
RAL20849	CN9-A Centurion	$5.00
RAL20850	**FS9-H Firestarter**	**$5.00**
RAL20851	VLK-QA Valkyrie	$5.00
RAL20852	**CPLT-C1 Catapult**	**$7.00**
RAL20853	PNT-9R Panther	$5.00
RAL20854	**HBK-4G Hunchback**	**$6.00**
RAL20855	OLT-4D Ostsol	$7.00
RAL20856	**ZEU-6S Zeus**	**$8.00**
RAL20857	UM-R60 Urbanmech	$5.00
RAL20858	**CDA-2A Cicada**	**$6.00**
RAL20859	SCP-1N Scorpion	$8.00
RAL20860	**VTR-9B Victor**	**$8.00**
RAL20861	JM6-S Jagermech	$8.00
RAL20862	**STK-3F Stalker**	**$8.00**
RAL20863	CP10-Z Cyclops	$10.00
RAL20864	**HCT-3F Hatchetman**	**$7.00**
RAL20865	COM-2D Commando	$5.00
RAL20866	**JYN-1ON Javelin**	**$6.00**
RAL20867	ENT-4R Enforcer	$7.00
RAL20868	**DRG-1N Dragon**	**$7.00**
RAL20869	JR7-D Jenner	$6.00
RAL20870	**WTH-1 Whitworth**	**$7.00**
RAL20871	VND-1R Vindicator	$7.00
RAL20872	**QKD-4G QUICKDRAW**	**$7.50**
RAL20873	SDR-5V Spider	$5.00
RAL20874	**OTT-7J Ostscout**	**$6.00**
RAL20875	ASN-21 Assassin	$7.00
RAL20876	**DV-6M Dervish**	**$6.00**
RAL20877	OSR-2C Ostroc	$7.00
RAL20878	**STG-AS Stinger LAM**	**$6.00**
RAL20879	CLNT-2-3T Clint	$7.00
RAL20880	**BJ-1 Blackjack**	**$7.00**
RAL20881	CGR-1A1 Charger	$8.00
RAL20882	**BNC-3E (BNC-S) Banshee**	**$9.00**
RAL20883	WSP-105 Wasp LAM	$7.00
RAL20884	**PHX-HK2 Phoenix Hawk LAM**	**$8.00**
RAL20885	HER-2S Hermes Mk. 2	$7.00
RAL20886	**VL2T Vulcan**	**$7.00**
RAL20887	TBT-5N Trebuchet	$7.00
RAL20888	**GHR-5R Grasshopper**	**$8.00**
RAL20889	LGB-0W Longbow	$8.00

AIRCRAFT

Blister Packs: one aircraft per pack (plus stand)

RAL20701	**Sparrowhawk SPR-H5**	**$6.00**
RAL20702	Corsair CSR-V12	$7.00
RAL20703	**Stuka STU-K5**	**$8.00**
RAL20710	Samurai SL-25	$7.00
RAL20799	**Flight Bases (6)**	**$7.00**

BOXED SETS

Each contains four miniatures from the general range.

RAL10801	**Recon Lance (4 'Mechs)** (Phoenix Hawk, two Locusts, & Stinger)	**$22.00**
RAL10802	**Light Lance (4 'Mechs)** (Wasp, Griffin, Phoenix Hawk, Stinger)	**$22.00**
RAL10803	**Medium Lance (4 'Mechs)** (Wolverine, Crusader, Shadow Hawk & Stinger)	**$22.00**
RAL10804	**Fire Lance (4 'Mechs)** (two Archers, Phoenix Hawk & Rifleman)	**$27.00**
RAL10805	**Heavy Lance (4 'Mechs)** (Rifleman, Thunderbolt, Crusader & Griffin)	**$27.00**
RAL10806	**Assault Lance (4 'Mechs)** (two Warhammers, Battlemaster & Marauder)	**$32.00**
RAL10807	**Command Lance (4 'Mechs)** (Zeus, Oscout, Cyclops & Atlas)	**$32.00**

PERSONNEL

Blister Packs: with one-three 25mm scale figures.

RAL20900	**Steiner Mechwarriors**	**$7.00**
RAL20901	Steiner Ground Troops	$7.00
RAL20902	**Steiner Aerospace Pilot**	**$2.50**
RAL20903	Steiner Security Guard	$2.50
RAL20920	**Kurita Mechwarriors**	**$7.00**
RAL20921	Kurita Ground Troops	$7.00
RAL20922	**Kurita DSA Special Forces**	**$2.50**
RAL20923	Kurita 'Mechtech	$2.50
RAL20940	**Liao 'Mechwarriors**	**$7.00**
RAL20941	Liao Troopers	$7.00
RAL20942	**Liao Death Commando**	**$2.50**
RAL20943	Liao Aerospace Pilot	$2.50

MISCELLANEOUS

FAS1633	**Plastech (16 'Mechs)**	**$20.00**
RAL740	Autumn Colours Paint Set (6 Acrylics)	$15.00
RAL741	**Summer Colours Paint Set (6 Acrylics)**	**$15.00**
RAL77728	Brush Kit (3)	$10.00
FAS1632	**Camo Specs**	**$10.00**

MITHRIL

MIDDLE EARTH

Blister Packs: each containing one 25mm metal figure.

THE RACES OF MIDDLE EARTH

MMM1	Galadriel - Elven 'Queen'	$3.50
MMM2	**Elrond Half Elven**	**$3.50**
MMM3	Witch King of Angmar - Mounted	$7.50
MMM4	**Mounted Rider of Rohan**	**$7.50**
MMM5	Rohirrim Foot Warrior	$3.50
MMM6	**Gondorian Gaurd Captain**	**$3.50**
MMM7	Gondorian Foot Soldiers	$3.50
MMM8	**Dunlending Chieftain**	**$3.50**
MMM9	Dunlending Warrior	$3.50
MMM10	**Dunlending Priestess**	**$3.50**
MMM11	Sindarin Elf Mage	$3.50
MMM12	**Sindarin Elf Archer**	**$3.50**
MMM13	Sindarin Female Elf Scout	$3.50
MMM14	**Arthedain Captain**	**$3.50**
MMM15	Northman Scout	$3.50
MMM16	**Female Ranger**	**$3.50**
MMM17	Sagath Warrior	$3.50
MMM18	**Sagath Animist**	**$3.50**
MMM19	Dwarvish Warrior	$3.50
MMM20	**Hithaeglir Orc Chief**	**$3.50**
MMM21	Hithaeglir Orc Warrior	$3.50
MMM22	**Goblin Warrior Scout**	**$3.50**
MMM23	Large Stone Troll	$9.50
MMM24	**Barrow-wight King**	**$3.50**
MMM25	Large Warg (Wolf)	$5.00

THE RIDERS OF ROHAN

MMM26	Eothraim Prince (Huithyn) - Mounted	$7.50
MMM27	**Theoden - King of the Mark**	**$3.50**
MMM28	Mounted Rohir Warrior with Lance	$7.50
MMM29	**Mounted Rohir Archer**	**$7.50**
MMM30	Mounted Rohir Standard-bearer	$7.50
MMM31	**Mounted Rohir Officer**	**$7.50**

THIEVES OF THARBAD

MMM32	**Princess Nirnadel**	**$3.50**
MMM33	Dirhavel the Alchemist	$3.50
MMM34	**Silmarien the Mage**	**$3.50**
MMM35	Thardbad City Guard	$3.50
MMM36	**Cardolanian Mercenary**	**$3.50**
MMM37	Cutpurse	$3.50
MMM38	**Smuggler**	**$3.50**
MMM39	Cardolanian Hir	$3.50
MMM40	**Tardegil - Army Captain**	**$3.50**
MMM41	Nimhir the Regent	$3.50

ARMIES OF THE WITCH KING

MMM42	Mannish Captain on horseback	$7.50
MMM43	**Mannish Warrior with scimitar**	**$3.50**
MMM44	Mannish Warrior with spear	$3.50
MMM45	**Orc Berserker with axe**	**$3.50**
MMM46	Orc Archer	$3.50
MMM47	**Orc with Spear and shield**	**$3.50**
MMM48	Troll with Morning Star	$9.50
MMM49	**Troll with Cleaver**	**$9.50**
MMM50	Orc Attacking with scimitar and shield	$3.50
MMM51	**Wolf Rider with Horn and scimitar**	**$9.50**

BOXED SETS

MMM62	**Smaug the Dragon with Frodo & 3 treasures - this is a boxed set. Assembly required**	**$40.00**

RAL PARTHA

PERSONALITIES SERIES

Blister Packs: 25mm metal miniatures - each with one figure unless stated otherwise.

RAL01001	**Evil Wizard with finger**	**$2.50**
RAL01003	Balrog	$7.00
RAL01004	**Cleric with cobra staff**	**$2.50**
RAL01012	**Arch Angel with sword & shield**	**$5.00**
RAL01013	Assassin with dagger	$2.50
RAL01015	**Super Hero with axe & shield**	**$2.50**
RAL01017	Pegasus with Rider	$9.00
RAL01018	**Adventuress with dagger**	**$2.50**
RAL01019	Angel of Death with scythe	$6.00

01-015 01-017 01-018

RAL01021	**Elven Princess in gown**	**$2.50**
RAL01023	Shield Maiden with sword & shield	$2.50
RAL01028	**Gremlin War Party (3)**	**$7.50**
RAL01030	Wraith	$2.50
RAL01035	**Land-Dragon Lancer**	**$7.00**
RAL01037	Monk with staff	$2.50
RAL01038	**Winged Panther**	**$7.00**
RAL01040	Werebear Charging	$5.00
RAL01045	**Earth Elemental (Deamon)**	**$9.00**
RAL01047	Armored Centaur with bow & spear	$6.00
RAL01051	**Griffon**	**$5.00**
RAL01067	Armored Giant with ball & chain	$6.95
RAL01071	**Unicorn with Mounted Virgin**	**$7.00**
RAL01072	Cold Drake	$14.50
RAL01086	**Winged Beast**	**$9.00**
RAL01090	Storm Giant with axe	$9.00
RAL01096	**Hippogriff**	**$8.00**
RAL01099	Armored Giant on War Elephant	$12.50
RAL01105	**3-Headed Troll (Larry, Curly & Moe!)**	**$8.00**
RAL01109	Cloud Giant with club	$14.50
RAL01114	**Thieves (4)**	**$9.00**
RAL01124	Warriors of Chaos (4)	$9.00
RAL01125	**Mounted Champion of Chaos with axe**	**$8.00**
RAL01126	Mounted Lord of Chaos with sword	$8.00
RAL01128	**Brigand's Treasure Caravan (2 Horses, 2 Camels & 2 Guards)**	**$14.50**
RAL01134	Lawful Fighting Companions (2)	$5.00
RAL01135	**Lawful Swordmasters (2)**	**$5.00**
RAL01136	Chaotic Knights of Doom (2)	$5.00
RAL01137	**Chaotic Knights of Skull (2)**	**$5.00**
RAL01138	Black Dragon	$16.50
RAL01139	**Blue Dragon**	**$14.50**
RAL01140	Undead Dragon	$16.50
RAL01141	**The Black Princes' Orc Guards (2)**	**$5.00**
RAL01145	Black Falmyrian Champion with axe	$2.50
RAL01148	**Perfidon: Knight of the Chaos Lords**	**$6.00**
RAL01149	Escheater the Collector	$6.00
RAL01151	**Sea Dragon**	**$16.50**
RAL01152	Amazon Temple Guards (2)	$5.00
RAL01153	**Amazon Guard Cav' with spear & shield**	**$5.00**

01-149

RAL01154	Amazon Slave Chariot	$14.50
RAL01155	**Giant Griffon**	**$10.00**
RAL01159	Elite Armored Dwarf Guards (2)	$5.00
RAL01161	**Demon Creatures of Chaos (2)**	**$7.00**
RAL01250	Medium Hex Bases (6)	$6.00
RAL01251	**Small Hex Bases (9)**	**$6.00**
RAL01303	Greater Troglodytes with halberds (2	)$6.00
RAL01304	**Troglodyte War Party I (3)**	**$6.00**
RAL01307	Mounted Drow Elf Lord with hammer	$7.00
RAL01312	**Adriel as Thief, Mage & Warrior (3)**	**$7.00**
RAL01313	Troll Giant with stone axe	$7.00
RAL01401	**The White Wizard (foot & mounted)**	**$9.00**
RAL01402	Warrior-Mage of Chaos (foot & mounted)	$9.00
RAL01403	**High Elf Warlord (foot & mounted)**	**$9.00**
RAL01404	Mounted Warrior Champion of the Pure	$9.00
RAL01405	**Witch King of Chaos (foot & mounted)**	**$9.00**
RAL01601	Dwarf Champion with sword	$2.50
RAL01602	**Orc King with sword**	**$2.50**
RAL01603	Necromancer with wand & skull	$2.50
RAL01604	**Chaos Deathmaster with scythe**	**$2.50**
RAL01605	Gnome Master Thief with sword & dagger	$2.50

3-STAGE CHARACTER SERIES

Blister Packs: 25mm AD&D metal miniatures - each with three figures unless stated otherwise.

RAL01315	**Fighter with sword & shield**	**$7.00**
RAL01316	Ranger with sword & shield	$7.00
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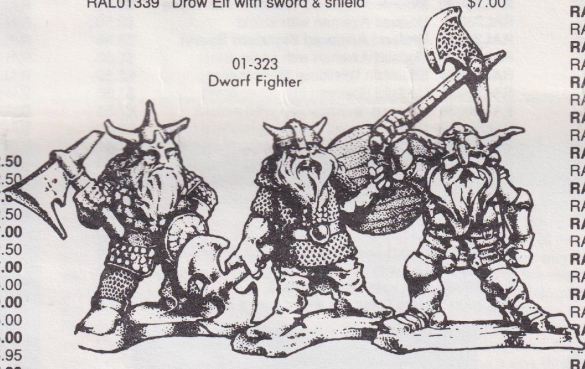
RAL01339	Drow Elf with sword & shield	$7.00

01-323
Dwarf Fighter



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02-938
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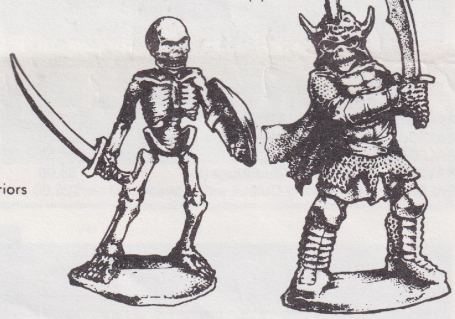
RAL02950	Undead Ninja with katana	$2.50
RAL02951	**Ki-Rin**	**$5.00**
RAL02952	Skeletal Beastmen (4)	$9.00



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Don't forget to mark down **SECOND CHOICES** please!

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Blister Packs: 25mm metal Runequest miniatures - each with three figures unless stated otherwise.

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RAL18005	**Headhanger - with assorted heads (1)**	**$8.00**
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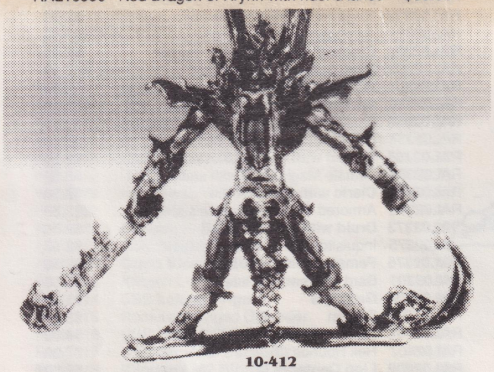
RAL10417	Giant Hydra	$35.00
RAL10418	**Griffin Chariot**	**$40.00**
RAL10500	Red Dragon of Krynn with rider & lance	$35.00



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CHILDREN OF THE NIGHT

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Boxed Sets:

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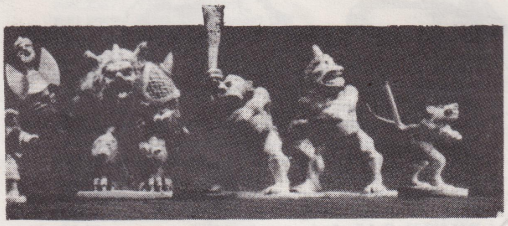
RALFA18	Female Cleric with mace & shield	$2.50



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RAL53904	Budoka & Yakuza	$7.00
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RAL53907	**Tengu (birdmen) with swords**	**$8.00**
RAL53908	Oni Demons with sword & halberd (2)	$6.00
RAL53909	**Kappa (beastmen)**	**$6.00**

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RAL53910	Armored Shikome (drow)	$6.00
RAL53911	**Dai-Bakemono (1 ogre)**	**$8.00**
RAL53912	Dai-Oni (giant) with various weapons (1)	$9.00
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RAL53914	Ninja with gimmick weapons	$7.00
RAL53915	**Armored Samurai with sword & bow**	**$7.00**
RAL53916	Samurai Adventurers	$7.00
RAL53917	**Tatsu Dragon (1)**	**$14.00**
RAL53918	Giant Mukade Centipede (1)	$10.00

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Boxed Sets: 25mm metal Fantasy miniatures - each with multiple pieces/figures, superb diorama-class sets.

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RAL01068	Dragon	$14.00
RAL01083	**War Dragon with Rider**	**$18.00**
RAL01084	Evil Lord on Litter	$18.00
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